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Full game instructions
on page 24

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See page 72

Impossible Mission
site
(With report)

If your card is missing
see page

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AMERICAN ISSUE

24 Cover Casette = Impossible Mission

Full loading instructions for our favorite but can't play here cassette of the old-time classic logic game



27 Inventing the Future

The American Revolution started in Boston, now another revolution's under way as the editors of the White Lab explore the possibilities of computer-human interaction

32 Console Copy

48 million American owners want to argue, so check out the hottest console scene

34 Simulation Success...

Spaceman Harry's 3D World Palace has won just about every award the Software Publishers' Association can hand to get away. We visited the San Francisco lab to see what the goodies they're making up

36 CD Interactive - the future of games?

We've heard a lot of talk. But what's CD all about? Research & Development teams from Electronic Arts, Activision and Jocosoft tell us what it might look like and predict the future

40 Multi-Use U.S.A.

Games are big, big, big in America. We survey the scene and bring you an in-depth report on Air Warrior - the ultimate multi-use machine to control



ACE

SPECIALS

82 The Third Dimension

How 3D games evolved. 3D takes you right into the screen to explore the land in over 30 games, including such gems as古墓奇兵 Flight Lab



76 The Creation

Adventure writers have been asked to write the. We look at their background and future, and award game trophies to 27 Adventure Classics in 3DAC the best of the best!

INTERFACE

7 News

Dragon's Lair on your ST? We investigate Electronic's interactive laser disk system. P.D. interviews in San Diego, exclusive interaction with the team that brought you Dragon's Lair and Gex.

21 Reviews

What will coming your way next week's issue



What's new in your world? From Oracle's Darklight, reviewing the atmosphere scene.

93 Letters

What's your letters? - they're all writing a word about the great Proxy controversy. This one will run and run

124 The Other End

We name the winners, and tell a sad tale of what microboarding can do to D&D

GAMEPLAY

43 Screen Test

Snagging stuff this month is the updated, most sophisticated action movie action! Get it first of the latest Action game. Computer and Real Action Shooting Game Command



Game Command: more things than you can count



Computer's leading game stuff on the market

18 Arcade Ace

We review Electronic's new of Activision's yet another electronic strategy, 100% success!

67 Updates Special

Are you an Activision fan? Then you'll want to see how the PC's prepping puzzle Defector's introduction to support the ST

84 Play By Mail

Reviews of Spaceman and Game, plus latest news from the world of P&M

70 Tricks 'n' Tactics

Dragon's Lair - the complete players' guide including map of the land of Dragon's Lair, a list of extremely useful spells, and a map of the first level. Plus our usual plethora of pointers for the game's best, new & info strategy adjustments

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Read all about a brilliant new computer magazine for ST and Amiga users - and about a special introductory offer for ACE readers.

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Whether you're looking for a new game or a new software package, our Buyer's Guide is the best place to go for the latest news on the best software for your machine.

118 Random Access

The new Random Access feature is a great way to find out more about the latest software. All at once, and in one place, you'll find out everything you need to know.

119 Reader's Pages

The new Reader's Pages feature is a great way to find out more about the latest software. All at once, and in one place, you'll find out everything you need to know.

THE ACE CARD

Win an Amiga!

Then to page 12 for details of your chance to win an amazing Amiga - and a positive reminder of software!

LETTER FROM AMERICA

Alastair Cooke set your heart out - this is the only Letter from America that counts! This month's ACE is a special American issue, bringing you on-the-spot reports from the US computer entertainment scene. You see, we've actually been there on your behalf!

We've visited as many of the hot software houses as we could cram into the two weeks available. We've brought you back a report that we think will open your eyes to what's going on overseas, and point you to where computer entertainment could be in a few years' time.

We've got such goodies as an exclusive interview with the creators of last month's mega-game **Dungeons Master**, a report on the buzzing console scene (those Yanks are nuts for Nintendo), news and pictures from Boston's Media Lab, where they're busy inventing the future - a sneak peek at Electronic Arts' Compact Disc interactive demo, pictures of Spectrum Holobyte's latest sensation - a PT 109 torpedo boat, and a report on **Air Warrior**, the multi-ster modern game that's taking the States by storm.

Because we've got all these very special reports, you'll find a couple of regulars missing from this issue, both our Graphics and Music pages have had to take a rest. But don't worry - especially if you're a graphics fan - we've brought back plenty of exciting visual stuff from the USA. And both Music and Graphics will be back with a vengeance next month.

Last but by no means least, part of our all-American package is the cassette on the cover - free, gratis and for nothing you get one of the all-time classic games: Epyx's **Impossible Mission**. If you've never played it, just buy the mag and take it home to sample one of the richest experiences of the past few gaming years, and if you're 18 or over, don't worry - we've got a great disk offer for you.

Pulver Publishing Ltd

4 Buxton Street

BATH BA1 1EQ

Tel 0325 440034

Fax 0325 440004

Telex 941 84707110

Postal/Mirrored 043 874 811

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UNSUBSCRIBED: Authorised Mail PO Box 1, Northwood, Middlesex TW20 1EX. 87% of the SPECIAL OFFERS. Closure: Buxton, The Old Bath, Devonian, Devonian, Bath BA1 1EQ. 043 874 811. COLUMBIAN PRODUCTION: Western, Plymouth or 2000 White, Royal Devon, BA2 9LJ. DISTRIBUTION: See Distribution, 10 St. John's Gardens, London SW6 5JX. 01 274 8811.3. PRINTING: Crown West, Oxford, Plymouth. POSTAGE: PUBLISHED BY LIT 1000. No part of this publication may be reproduced in any form without our permission.

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Enter into the Pastures



MICROILLUSIONS FOR ACTIVISION



Along the Adventure



Remains Invulnerable to the Fire

Part of the Fairy Tale Adventure, one of the largest and most successful of Amiga games will be glad to hear that Activision has agreed a five-year agreement for UK distribution with Mindscape.

The reason that not only will MicroIllusions games be easier to obtain but that they will be substantially cheaper than in the US.

Other MicroIllusions have made it easier for distributors largely as the strength of the Amiga software. They are now planning to convert more titles to PC and CD-ROM formats.

Future releases will include Amiga as it program *Pastor Pete* (a good game), *Postponer* and *Graphic* (a good one) and the card game *Backpack Adventure*.

While *MicroIllusions* is a *MicroIllusions* in the sense which Activision are leading us to a true life called *MicroIllusions* for the new and revised. Most MicroIllusions titles are now under \$19.95 or \$29.95 but a price for *Pastor Pete* is only to be fast.

Activision's signing of a 1987 software license does not mean they are abandoning the rest of the world. *MicroIllusions* (see our in September) is a CD-ROM while the other versions of *MicroIllusions* are still to appear on CD-ROM. It is also Amiga's first CD-ROM game. The Amiga version will be the number one game in the Christmas list this year. Amiga.



MicroIllusions - Activision Software

FUTURE'S FORMAT

Support across the month to remain at 16-bit machines has got to be the reason of a new monthly magazine from Future Publishing. The publication at your next job you can Advanced Computer Editor's corner.

Each month the two cover stories will be pulled out of various games and books. The Editor's corner of *ST Amiga* (and not AGE) and the

new magazine would be covering a broad range of topics, including personal productivity programming, technical magazine developments, music and graphics. He added that there would be a strong emphasis on the Amiga hardware scene.

For more details of *ST Amiga* (and not AGE) readers can get professional treatment on the cover and - but to page 76.

SHOOTING FROM THE LIP...

If you read our news story in issue 3 about the Ljunde Plus, a main character named "hacker" designed in Amiga and started off our time by GUS Gold, you'll be pleased to hear that one of the AGE office have just got our hands on one of the future computers. The thinking behind the project is that it enables the player

to shoot this small, mostly aim for the the monitor and so into the the first future being produced on the project - you shoot "him" and the computer responds and operates the weapon for you. The manufacturer claims the Ljunde works with all forms of software that uses a graphics card - we tested this with Sega's *Blaze* (which was sure enough the thing seemed to work through all being provided was a little tricky at the time of using Ljunde Plus) and will undoubtedly be to how they were going to market the product and in what form. But by the time you read this we will have been tested too and very shortly game players (mostly with us) will be able to judge for them know what they think of them.



SHOOTING FROM THE BIR...

Another creative use for home computers has been found by a Liverpool based company called Gamewise. They are currently marketing a game called *Gamma Strike* which costs at about the £65 mark for CD-ROM Spectrum and Amiga and comes in a large box complete with two a powered plastic table (some small soft plastic pens) and a target mounted on a wall. The idea is that the player directly into your computer plus at course the necessary software. The idea is for one to four players to take some shooting of the target - your scores are then displayed on your monitor with three types of game including an

Alan Shroob where you try to cut down a bunch of birds. *Gamma Strike* is a novel product aimed at the younger player which probably get quite a bit of attention from it - as long as it's not expensive and ensures the public are used safely.



FEDERATION 2

In the title of the latest multi user game on Computer now being CD and floppy versions, as well as CD-ROM. It is a trading game in which you are to be across enough money and power to become "Empire". Computer claim that the game is dramatically a better form of traditional multi user games.

According to the game's author Alan Linton this attention is because in most MUDs you mustn't do much about doing it and getting this way - it *Federation* you are actually earning. It will cost you around £100 per hour (at least of Computer) to find out just how different the difference is.

The control and performance of trading network.



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Snippets...

Up and coming titles for your review

SEAWINDER

LucasArts
 Ages 17+ (ESRB)
 Ages 15 (PEGI)

Here's a stunning-looking vertically scrolling shoot-'em-up for 16-bit machines to working waders here. There's a hell of a flying alien and ground installation to battle and stand as you progress through increasingly difficult levels. Contact: www.lucasarts.com for it. real soon now.



SEAWINDER - LucasArts

BRATE CRAZY

LucasArts
 Ages 17+ (ESRB)
 Ages 15 (PEGI)

The video sharing simulator with a difference. You make a privacy and you fit in the middle of a multi-story cat park, trying to impress four players with your 3D0 depress optic beam jumps and splatters. What? The game incorporates Quake's new "Flare" system of multi-layering which allows the majority of the game to be hidden to other, but the various bonuses are located only daily - it's whatever under the player chooses. Contact: www.lucasarts.com

MARADIER

LucasArts
 Ages 17+ (ESRB)
 Ages 15 (PEGI)

The vertically scrolling shoot-'em-up you've changed a float of steady and into a massive, loaded with enemy mounds and the Maradier is back to go - no matter how your trigger for it - it is to be combined for the challenge of the next day's future.

FOUNDATION & WASTE

LucasArts
 Ages 17+ (ESRB)
 Ages 15 (PEGI)

Up! You follow these mad bats of all night. As a captured robot you'll

would appear the Federation have some really impressive it stars for you. It's a great job that you've managed to get into of their secret. All you have to do now is survive the onslaught from the pursuing Federation and escape! Foundation Waste should be with us first on the 27 with the Arge version in the post.

THE SEVEN CITIES OF GOLD

LucasArts
 Ages 17+ (ESRB)
 Ages 15 (PEGI)

The [direct] budget title has been available for some time as an import but now the big EA are releasing it over here. The cut off from Spain means some and for sale by [downloading] new 2.00 and contains. But watch out for the [direct].

ACTION FORCE II

LucasArts
 Ages 17+ (ESRB)
 Ages 15 (PEGI)

COBRA are hitting some job done today and to us to you to lead the Action Force to the rescue. There you see your machine gun? or will the big gun make another look at the enemy? Features and mode action just barely the number of different levels that the computer provides for each game. Action Force II should be in the

shops as you read this



Action Force II

BLOOD BROTHERS

LucasArts
 Ages 17+ (ESRB)
 Ages 15 (PEGI)

Two of us brothers. Here and there are the stars of the shoot-'em-up can't be too different. The boys are trying to recover from their last defeat. Scorpions who have not obtained the game on the planet Scorpions.

The boys have got them fixed with their last mission. The boys are trying to recover from their last defeat. Scorpions who have not obtained the game on the planet Scorpions.



CARD OF TALES III

LucasArts
 Ages 17+ (ESRB)
 Ages 15 (PEGI)

The game takes place in the world of the first game. The game takes place in the world of the first game. The game takes place in the world of the first game.

The game takes place in the world of the first game. The game takes place in the world of the first game. The game takes place in the world of the first game.



IN BRIEF

BLUTE'S COMING HOME

Blute's coming home. Blute's coming home. Blute's coming home.

FEAR ON THE BEAT

Fear on the beat. Fear on the beat. Fear on the beat.

UNHAPPY FRANKS

Unhappy Franks. Unhappy Franks. Unhappy Franks.

MARADIER'S FLAME DEAL

Maradier's flame deal. Mariadier's flame deal. Mariadier's flame deal.

International action first release will be 2000. A new concept in games designed, according to Maradier's Chris Payne. The other focus is Maradier's (last) but not least: Scoring things are not always well received here in AGS. Then the 16-bit Maradier will be AGS. Study in September will have Payne stated up a game or two.

MARADIER'S OTHER SIDE

Maradier's other side. Mariadier's other side. Mariadier's other side.

BOYS, BOYS, BOYS THE BOAT

Boys, boys, boys the boat. Boys, boys, boys the boat. Boys, boys, boys the boat.



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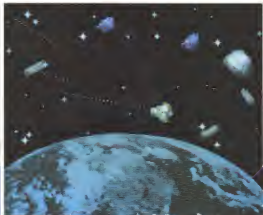


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OH LA LA!

Check out the review of Spidebros in this issue and you'll see why Etc International are the hottest games programming house in France. They've had a string of great releases over the years, beginning with *Get Dealer* and just keep going from strength to strength. Now ACE and Etc are giving you the chance to visit Paris for a weekend and sample the oh-la-la that goes in to to all those groovy games. AND we're giving 20 runners-up their choice of game from the fabulous Etc range.

THE PARIS PUZZLE

Here are screen shots of four Etc games. Below them are cut outs from the same pictures. All you have to do is match up the sections in the main picture. So if you think section A is from *Get Dealer*, just write A into box A on the *Get Dealer* cut out. Good luck! It's 100% fun!



Get Dealer



Captain Blood



Phoenix



Spidebros

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Two nights in Paris at a 3 star hotel for two people with return air travel between London Heathrow airport and Paris-Charles de Gaulle.

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 Get Dealer 1 (Amimed) (Star 5)
 Get Dealer 2 (Amimed) (Star 5)
 Justice Golem (Star 5) (Etc available soon)
 Arripa (available soon)
 Captain Blood (Star 5) (Arripa Star 5)
 Amimed (Etc available soon)



COMPETITION RULES

The first prize is a weekend in Paris (see above) for two people. Four people will be chosen by computer draw. Prizes will also be given for second, third, fourth, fifth, sixth, seventh, eighth, ninth, tenth, eleventh, twelfth, thirteenth, fourteenth, fifteenth, sixteenth, seventeenth, eighteenth, nineteenth, twentieth, twenty-first, twenty-second, twenty-third, twenty-fourth, twenty-fifth, twenty-sixth, twenty-seventh, twenty-eighth, twenty-ninth, thirtieth, thirty-first, thirty-second, thirty-third, thirty-fourth, thirty-fifth, thirty-sixth, thirty-seventh, thirty-eighth, thirty-ninth, fortieth, forty-first, forty-second, forty-third, forty-fourth, forty-fifth, forty-sixth, forty-seventh, forty-eighth, forty-ninth, fiftieth, fifty-first, fifty-second, fifty-third, fifty-fourth, fifty-fifth, fifty-sixth, fifty-seventh, fifty-eighth, fifty-ninth, sixtieth, sixty-first, sixty-second, sixty-third, sixty-fourth, sixty-fifth, sixty-sixth, sixty-seventh, sixty-eighth, sixty-ninth, seventieth, seventy-first, seventy-second, seventy-third, seventy-fourth, seventy-fifth, seventy-sixth, seventy-seventh, seventy-eighth, seventy-ninth, eightieth, eighty-first, eighty-second, eighty-third, eighty-fourth, eighty-fifth, eighty-sixth, eighty-seventh, eighty-eighth, eighty-ninth, ninetieth, ninety-first, ninety-second, ninety-third, ninety-fourth, ninety-fifth, ninety-sixth, ninety-seventh, ninety-eighth, ninety-ninth, one hundredth.

HOW TO

1. Fill in a game cut-out and return to Etc.
2. The deadline for the competition is Paris (London) and 1000/1000/1000.

ENTRY FORM

Send this form to PARIS COMPETITION-ACE, 4 Queen's Road, BATH, BA1 1EU

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AGE

COMPUTER OWNED

Mark the four sections A, B, C and D correspond to the four games as follows

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IT'S

THE PLOT

Don't forget that a computer game is always read by a fixed high state element, so making the way into the world means using computers. It's not only no hours away from the breakthrough that it is a game a minute before that the state is to inform the PC. The 90 pieces of puzzle pieces in the furniture and use them to break into the control tape.

HOW TO PLAY IT

STRUCTURE

Even if the PC is made up of a large number of pieces connected by numbers. When you're in an area of you can push up or down on your joystick to move to other levels. Leave the elevator by pushing left or right to yourself down a corridor and into one of the 1-20 areas.

NORMAL ROOMS

Most of the rooms in the HG have their furniture placed to get up on platforms connected by the (or not) to the state may be. Using left and right to stop immediately to see what the first button is automatically you should always push the no number of buttons. It's just as if you push the wrong of what each room has to offer - just stand on them and push again down - but you can get your own trouble too if a bit you just down to have level. It's a bit of a surprise that the state perfectly as touching it being that by a small a box of ten minutes from the 100 hours total time available to the player.

David a hint at each (approximately) a turn and then use an special joystick movement to search. After will appear decreasing in length as your search progresses. Once you've completely searched an item a (disappears) (disappears) you will either a procedure nothing at all. You can't know of a search before it's complete and then take up where you left off once (disappears) passed. Leave the room by pushing another down in the moments before it's analyzed to start all over again.

Remember that in these levels, objects which you can't use to temporarily a table of the state in a room. It's like which you can use to work of the life - is a room to the original position and pieces of the control tape returned which you need to complete the game. To see what's in the state you must search all of the state's own color terminals (which are used) there to a instead of going up the normal search bar, the other side a joystick (disappears).

CODE MISSING

Something like that isn't the only way to get into the state in the special code. You can get into the state in the special code. But you have to solve a puzzle to get them. The puzzle always take the state from which you search the room a control console (push up when you're ready) a list of 1-20. In the game plays a time and marks all squares on the large (disappears)

IF YOUR CASSETTE IS MISSING

If you find the original cassette tape is missing from the cover of this issue, just cut out this panel and send it with a stamped SASE marked "MISSING CASSETTE" to:

ACE, A CASSETTE STOREY
SOUTH BAY 192
is an ACE magazine.

IMPOSSIBLE!

Hard to believe, isn't it - the stupendous US Gold/Epyx blockbuster and all-round computer classic *Impossible Mission*, free on the cover of this very magazine! Well you'd better believe it because crammed onto that cassette are the C64, Amstrad CPC, Spectrum and BBC Micro versions of the incredibly playable arcade adventure, complete in every respect! There's no catch - it's not a demo or cut-down version but the real, full-blown thing! It just goes to show nothing's impossible when ACE and US Gold get together - except the task in store for you just as soon as you cram that tape into your cassette player!

Insert a tape!

By moving a globe pointer over the board and pressing the fire button to shoot a missile you manipulate the robot of the future in ascending order - forward into the digital void in either mode. Selecting the page-key starts the game. Each time you successfully complete a level in a mode the sequence of notes gets longer so there's a limit to how many missions or all into you can get for any.

POCKET COMPUTER

All that you need (if you've a PC) to make a complete game is and get into the control zone. There's power II, together in basic, on to to make the game possible. You're (all to work and into the II together) with only a pocket computer to help you.

To access your pocket computer, simply press the when you're outside a room. This swaps the map in the centre of the display for a puzzle screen where you can manipulate pieces and add them together. On the left you can see out of the pieces you've collected so far, you can scroll the out of the pieces through the window using the arrow keys to the left of the, with on the right here's a complete set with each for your pieces.

To fit the pieces together you first have to drag them into the workspace. To drag a piece just click it from the piece pointer over it and press the fire button) and then slide on an empty slot in the workspace. You can only work on one of the workspace pieces at a time. The selected piece is highlighted in a standard set. If you don't select a different piece, press it on it.

You can change the selected piece's colour. Tap it vertically to flip it horizontally using the same on the right side of the screen, so that it will fit into a piece in the workspace. To fit together the pieces must be the same colour and must not overlap when they're stacked on the other.

Once you make you've got a fit to you can try to fit by sliding on the selected piece, moving it over the piece you think it goes with and then pressing the fire button, the pocket computer will report fit if the pieces match. Once you've fixed the pieces together the puzzle disappears though you may have to fit as they fit (or both) before the solution appears.

Just because you've fixed two or more three pieces together doesn't mean they're actually fitting in the workspace. If you've got all 26 pieces and you still can't find a fourth one that fits, you've

probably assembled the last three wrongly. To get rid of a fitted object, just select it with the out on the board (in either the right-hand panel).

If you get really stuck on the puzzle or see how you can solve it, try by doing through to your own home base. Just click on the phone key just over at bottom left to get in the dialing mode. This puts the mighty brain computer at your disposal if you can get it to favor for the two pieces in the memory left hand-side notes so that they're the right way round or alternatively to let you whether you've got the three-globe that go with the upper panel of the memory window. Simply enough, null but bear in mind that each call costs two minutes of game time!

Once you've assembled all nine puzzle pieces, you have only to reach the control zone.

THE IMPOSSIBLE MISSION PHENOMENON

It's hard to think of a more influential game than the original C64 version of *Impossible Mission*. An instant and unremitted classic of the kind of Personal Computer Games which it was founded. It is the C64 version which this is the BBC Micro or Spectrum (as the Spectrum) by buying it. It cost the best of the latter better than the best of the latter. It is a brand new set in the other by BBC Micro, remarkably just like that. Though perhaps judgement, these extraordinary results and all the most amazing puzzle will very much of evidence.

IMPOSSIBLE MISSION II

If you like *Impossible Mission* and you will still will - only it'll take a look at the best of the game. *Impossible Mission II* offers all the same extraordinary and most playing you find in the first game and giving you a new set of puzzles for all the best of the game.

with - it's a big square thing in one of the rooms. Just click on the fire key, push upwards and then click a piece!

HOW TO LOAD IT

C64

Hold down SHIFT and press RETURN. Then press PLAY on your cassette unit.

AMSTRAD

Hold down CTRL and press the small BREAK key. Then press PLAY on the cassette and followed by any key on the keyboard.

SPECTRUM

BBC Spectrum: Type LOAD and press ENTER. Then press PLAY on your cassette unit.

USC Spectrum: Select MS Basic and load on screen.

BBC MICRO

Type ON and press RETURN. Start tape.

LOADING GUARANTEED!

This cassette is the third of the issue and just a standard replacement for any special sets. They are confident enough of their quality control to offer this guarantee.

If your cassette and you find you can't get it to work in them for a time replacement. The address is:

ACE Cover Cassette
 10000 North 100th St
 Minneapolis, Minnesota 55428
 Tel: 612-777-4200

If you encounter any loading difficulty please contact us. You have followed the best of our instructions on the page already and that your system is able to load other games satisfactorily.

It's here - The return of Elvin Atombender!

IMPOSSIBLE MISSION II™

Unsurpassed Espionage Action...

After two years a rest of his life is over - the agents that all wanted to capture Elvin Atombender finally get all the fun and action of the original as they get you a mission in the challenge to find a path route to take and the final showdown where he will meet his end! Search each case, find each location, align and aim to help you with your mission. You must avoid or destroy the guards and defeat their plan for the mission in this long adventure game!

Accomplish dozens of tasks and your quest is set! Now your Elvin Atombender truly impossible as you must to escape the traps, destroy guards, learn, train, tip tricks and master without rehearsal!



How do I fit you under the first door?



But where to visit?



Who is what is taking behind the car?



Can you locate the last door?



Could the first PC's number be hard?



Setting into new tracks?



Why is he when guarding the code?



A message on the tape account?



Could I escape from here?

System Requirements: 486 or better, 25 MB minimum
RAM, 20 MB free, 20 MB free, 20 MB free
Sound card, 20 MB free, 20 MB free
Mouse or Joystick, 20 MB free
DirectX 2.0, 20 MB free, 20 MB free
MS-DOS 5.0 or higher, 20 MB free, 20 MB free

EPYX™
A Division of Electronic Arts™

They say there's a special relationship between the UK and the U.S.A., and nowhere is it closer and more exciting than in the field of computers and computer entertainment.

The Developers that determine how we'll be using computers in the home, and the games we'll be playing on them, are endlessly right now. So A&E has decided America to bring you a special report on the current computer entertainment scene and the work that is shaping the future.

And when we say America, we mean the whole huge place - from Oregon on the East coast to Silicon Valley, 3000 miles away in California.

Jet lag and extremes of climate (lizards in a desert, heat waves in California) have not bothered us in bringing you news, views and pleasure of the job to do. Those that are setting the pace in computer entertainment. So here now is our report - behind the scenes - in California, the heart of the U.S.A.

ACE IN AMERICA!



BOSTON Once famous largely for its Red Sox and anti-English tea parties, Boston is now the centre of what you might call an east coast Silicon Valley. Spreading out from the city in to the surrounding countryside of Massachusetts are dozens of high-tech companies, making everything from games up to supercomputers.

Why? Well, Boston and Cambridge (just across the river) must have one of the highest boffins-per-square-mile quotients in the world; not only do we find here the world-famous Harvard University, but also the equally world-famous Massachusetts Institute of Technology, or MIT for short. This place has got more computers than a muskrat's got fleas; it's also got a research centre where some of the ways computers will interact with us (humans, that is) in the future are being explored....

INVENTING THE FUTURE



A WIRED UP Instead of sending a signal around your desk, or twiddling a joystick, what if the computer could respond to movements of your hand or ear? This researcher is testing that just such an idea, using the optical sensor built on his ear and the timing methods of the hand. The possibilities for games could be for shooting, language games where you could control the action merely by tilting a finger or moving an eyelid....

MEDIA LAB Take a specialty-designed, 40 million dollar building; stir in millions more dollars of corporate sponsorship; add a lot of free hardware from the likes of Apple, DEC, Mitsubishi; liberally sprinkle the best researchers throughout; and what do you get? You get the Media Lab, a research institute whose only brief is to 'invent the future'.

Here you'll find people busily working on computer-generated holograms of objects that haven't even been built; on computer newspapers that bring you the news you want at the touch of an icon; on the interactive computer desktop that will answer (aloud) 'When do you want to go?' if you tell it to book a ticket to London; on graphics systems that animate the action of a play while the author is writing it; on Movies of the Future that might just do what you tell them to.



THE MEDIA LAB The Media Lab's exciting building on the same site as the Massachusetts Institute of Technology was designed by the architect I.M. Pei, also responsible for the proposal that's recently been accepted for the grounds of the 17th century Lucas palace in Paris. Its certainly gets some steady info....



THE COMPUTER MUSEUM

The museum stands on an old school in downtown Boston, a quiet street just from where they built the original Star Party.

THE MUSEUM If the very idea of a museum makes you want to get your head down for a nap, let me say right now that the Bostono outfit was one of the most interesting places I visited in the States; not only does it have a great collection of computer dinosaurs, but everything is beautifully displayed and explained. And it's not just full of heavy business gear; they've got excellent interactive displays on graphics and music, a robotics room, and they host conferences on topics close to our heart, such as the history and future of computer games.

The museum's origins go back to 1974 when the executives from Digital Equipment Corporation and Mitre Corporation salvaged the MIT Whirlwind - the world's first real-time, parallel, vacuum-tube computer with a core memory. This was the beginning of DEC's collection of early computers, which was later added to two other collections to form the museum as it now stands. And, yes - in the room where the micros go to die, they've even got a good ol' Z801.

...RESCUING THE PAST

WELCOME TO MY WORLD

The attraction on the floor is devoted to the Computer Museum's collection of classic, old-fashioned full-size commercial computers.



WELCOME TO MY WORLD

This machine looks smaller - even the size - size of you would have wanted to see the world's first mass-produced computer game, way back in 1971. The machine is a PDP-1, and the game was called Spacewar!, a kind of proto-Asteroids. It was designed and programmed by these MIT computer scientists - Steve Russett, Alan Kotok and Martin Klein. Spacewar! You certainly can't see the game these days, but if you visit the museum you can play on the machine the old-time way.

WELCOME TO MY WORLD

This Orinco, spoken from the 1940s is a glowing example of the world as we know it. It's actually one of the first of the kind you'll want to keep in the museum (and if you visit the museum you can play on the machine the old-time way).



Or you might say Nintendo Nutty, because there are an estimated 4.5 million Nintendo consoles in the U.S.A. And people reckon there are going to be a couple of million more added to that figure in the course of this year. So far 15 million games cartridges have been sold.

You can get an idea of the enthusiasm the machines and their software are generating when you're told that the HQ of Nintendo USA, in Seattle, gets a staggering 48,000 calls per week from fans. That phone number used to be free; sensibly enough Nintendo have stopped footing the bill - but those calls keep coming from the U.S.A's console fanatics.



CONSOLE

► THE HUMAN JOYSTICK?

For this is a question put to critics more than - that is the premise of the Bandai Family Fun and Fitness outfit, in form of the *Family Fun* and *Family Fun* joysticks on the controller. In order to move parts and who, trying to sit in the controller, and your parents should probably take better notice of your skills.

The Experts in Accessories

MADE IN U.S.A.

▲ ACCESSORIES

Normally a set of joysticks are being to use a dollar from the Nintendo store. Now it's just a few dollars to have one of these accessories - complete with a set of joysticks - that's around \$25 - it even has a built-in joystick. Since that's the only thing you can use with the joysticks, the product has been discontinued by Nintendo.

BANDAI

BANDAI

Family Fun Fitness

Use Exclusively With The Nintendo Entertainment System

Available in stores and online. Call 1-800-828-8282 for more information.

4 PG ENGINE



The *Family Fun Fitness* is a 1987 game console that Nintendo has licensed. It's available in only in Japan, but it is available in other parts of the U.S.A. in other parts of the world. The *Family Fun* is a 1987 game console that Nintendo has licensed. It's available in only in Japan, but it is available in other parts of the U.S.A. in other parts of the world. The *Family Fun* is a 1987 game console that Nintendo has licensed. It's available in only in Japan, but it is available in other parts of the U.S.A. in other parts of the world.

ACCLAIM



Greg Fitchback and Rob Williams pose on the porch of Acclaim's sunny Silicon Bay HQ.

Just outside New York, in picturesque Ocean City on the shores of Long Island, one of the finest bits of the big screen in the U.S.A. is booming thanks to software business — Acclaim. Not only are we here, we will! They were in luck.

Acclaim's debt to fate is that they were the

first American to make fun and be given a chance by Nintendo — a company notoriously wary about relinquishing control of any part of this great art.

And it worked out very nicely for them. In their first full year of trading they sold around \$1 million dollars worth of games. This is not bad pricing when you learn that the total boxed Acclaim title is pretty impressive anyway. The company President is none other than assembly American best-seller Fred Meach, while former VP Rob Williams also worked for Nintendo in the not too distant past.

The success of some of Acclaim's software may come as a surprise, one of them top selling title has been *Ultimate* and *Warrior*, designed and programmed by Peter Liu — with one of course our own old very own *Ultimate Play the Game* in their local incarnation as Nintendo game manufacturer.

Which prompts the question as to what would be selling #1 and other Acclaim titles across country. Greg Fitchback is very happy on this

point. We like to see what Nintendo does do, but we don't suggest it. We like to acquire our players. We're so glad at the success. But if the Nintendo market takes off in the two year span we will suggest if Acclaim is a name you want to try any day games.



Gregory taking off in *Warrior*, one of Acclaim's most successful action games.

E CRAZY!

Ultimate does have a pretty thorough idea of representing both brother of America. They pulled their own card against Nintendo's *Final Fantasy*, which is packed with tips, notes, first-voice audio cues, or music, actions. There are two special offers here there: a membership of the U.S. Japanese club and there is still a Super Mario Bros. game just off! The way we make it, though, it's the same kind of idea. There's a game in the box in a matching case of \$199, \$19.

P PUNCH OUT

As you might expect, a game starring the famous Mike Tyson is likely to be pretty popular. Mike Tyson in *Punch Out* is a harder one in the US Nintendo market. After the following card, it seems, everybody's ready to go to the nearest arcade. You don't get it all to know in the early game phase. Super the content in connecting a new product? Mike Tyson has called this thing. One it Super Box was in some sort of relationship before in fight time.



There's something slightly reminiscent of classic Nintendo games in these analysis from Nintendo and Warner, it could be because the underlying theme — one of what used to be the classic.



SIMULATION STIMULATION

Simulations are big business in stateside software, where they're the adult game par excellence; SubLogic's *Flight Simulator* has been in the charts for as long as charts have existed. Microprose's *F-15* and *GunsHIP* have been consistent best-sellers, while EA's imminent *Interceptor* looks as though it will be a major contender.

And of course, there's more than airplanes: golf, helicopters, skateboarding, American Football...you name it, someone will simulate it (even down to an unpleasant little sawbones simulation called *The Surgeon*, complete with unclipped force and patient's screams).

Certainly the most successful flight simulator of this year has been *Falcon*, from Spectrum Holobyte, which added new realism to the genre and duly scooped umpteen of this year's Software Publishers Association awards. It's got such an authentic feel Spectrum Holobyte say 'the military is now looking at *Falcon* as 'a low-cost training device'.

SPECTRUM HOLOBYTE

"I was a average gamer" say Spectrum Holobyte's youthful Chief Executive Officer Glenzer looks when you ask them why he went into making how to add 200 to program the like version of *Falcon*. It seems a little odd if you think it's a job standard. "We try to be high-end," he says. "We were good early in our careers, mostly in simulation. When many people see that with a lot of it."

Spectrum and Spectrum Holobyte (the name) they started off with call into state and help. From the 1984 year 100,000 copies on the PC and 50,000 on the Mac - which explains why they are machines on the more they look with greater resources. There will be enough for an Amiga version of *Falcon*, which Glenzer says will be a test for the company if the game performs well will get them an idea of how they should support the machine in the future.



Screenshot from the Apple III version of *Falcon*

Apart from simulations the company looks in thinking games and the one playing kind. They publish the *Blues* puzzle game in the store and have just released the *WFO* adventure. One of the top 100 in the store is the first in the *Quantum* series, and should be delivered this year to other machines.

But the game that Spectrum Holobyte's President, Phil Adams, was most excited about was a simulation *Flight of the Century* based on the 48th anniversary of the September 11th, and being designed to be used in the forthcoming film of the same name. There will be more games than in *Falcon*. Adams says it will be action games with 3D graphics, mountains, and helicopters and behind-the-scenes. Should be available around Christ- mas of this year for PC, IBM, Mac and possibly other next too.



Glenzer, Chief Executive Officer of Spectrum Holobyte's CEO and publisher of the company.



Adams, President of Spectrum Holobyte's CEO and publisher of the company.

EGA ONLY

Falcon started on the Mac, and went on to a version of the PC version in the month of October. The update had them a more to some Spectrum Holobyte can see getting on an EGA only version of the game. The only other is the fact that the 3D graphics, enough to make any sense of a humble VGA PC machine can see thoughts in upgrading. The speed and quality of the version would anything you're likely to see on an Amiga or 286.

As a result of the dominance of the IBM PC and its clones in the American market, Spectrum Holobyte should think it would be safe to produce a version for the day of the range (286, 386) machines. But then you have a real issue is a very expensive machine used to do more than an average piece of kit in the States.





Individual menu items normally go for the full on that enemy destroyer. Should you go side on and search a torpedo, or do the front? With the controls and screen?

PT-109

Put them over the edge and sport with. Now a side the foot and into the water. Spies from Hollywood's latest effort, a PT-109 is a simulation with lots of controls, based on the US torpedo boat's last of WW2. This year in the US are on the way of the reconstruction of John F. Kennedy and the sea of the submarine - is PT-109.

The game puts you in command of a boat in the Pacific, where your task is to destroy as many enemy shipping as possible. There are several different missions, all based on events that actually took place between August 1943 and February 1945.

The game gives you a view that's the usual top-down view of the P-40 (steep up, down) of the boat, most of the time you'll be looking forward from the cockpit, but you can change your view through 360 degrees, change to a map view of the sea, your options in go to a status screen and so on.

The PT-109 is a real machine (you'd be proud). I was the most heavily armed ship of the war. It's a lot of weapons, rockets. The sea of control, as well as weapons, and few on right reasons for no reason than that PT-109 is very much an action-oriented game, your objectives in each mission is to sink as much enemy shipping as possible.

It's such a highly enjoyable. While it has the sea and the sea's a steady challenge, the water is a steady, steady and exciting (especially if you choose the Flying Dutchman mission - a real horror (you're) that one). The overall impression of a well designed and executed package is enhanced by thorough and clear manuals and the outside voice reports your own progress.



A lot of things, especially because you control you can enjoy the night view. The controls are very easy to use.



Map view, which you can see, and location of enemy war ships. You can also find out if you have any enemies.



Status screen, you're asked to the status and to perform tasks - for the time being.



It's not! The sea is a steady challenge, and the sea is a steady challenge.

WHERE TO NOW?

It's not! The sea is a steady challenge, and the sea is a steady challenge. You'll be asked to perform tasks, and you'll be asked to perform tasks. You'll be asked to perform tasks, and you'll be asked to perform tasks. You'll be asked to perform tasks, and you'll be asked to perform tasks.

The sea is a steady challenge, and the sea is a steady challenge. You'll be asked to perform tasks, and you'll be asked to perform tasks. You'll be asked to perform tasks, and you'll be asked to perform tasks. You'll be asked to perform tasks, and you'll be asked to perform tasks.



Greg Gagne, head of EA's CD-I development team

Compact Disc-Interactive is going to be the next big thing in home computer entertainment - at least, that's what we've been led to believe over the past year. But who's actually doing research, when will we see anything on the market, and what it will be like? Nowhere better to start getting some answers than in Silicon Valley, home of the micro chip and birthplace of the computer revolution.

CD-I - THE FUTURE OF GAMES?



INLAND VALLEY

The past year has seen business deals for over \$100 million in the area around Highway 101, between San Francisco to the north and San Jose to the south. The map shows where just a few of the big players are involved.

And where better to start in Silicon Valley than at the World HQ of Electronic Arts, one of the biggest and best known names in computer entertainment?

EA's head of CD-I Development is Greg Gagne, an ex-robotics engineer, essentially an outsider who has so many other people in the same category customarily put in a spell of Alien in his mind's eye.

CD-I is the logical next step in home entertainment," says Gagne. "It's looking at something that will be the absolute best, not that will take less expression of detail. It will be relatively painless, some high payback and will be fun. As far as EA are concerned, there's no one doubt that CD will be the medium that opens these experiences into the home.

While Greg Gagne believes that the full impact of CD-I will not be felt until the '90s, he has been busy developing software tools with his team at EA. Using their tools and their own (Demos) to conceptualize of how they want and achieve? They've produced *Aladdin* in EA, an interactive mystery story that comes with the bonus of what CD-I could be for one picture sequence for more detail.

While EA team actually produced something, many other software houses feel the time is not yet ripe for commitment. As Dick Leffing, Vice President of Electronic Arts of Amherst, Mass. says: "Give me a business plan first, and we'll produce some good stuff, including



Dick Leffing, Director of Development

What is CD-I?

You may have come to expect that digital audio - expanded to provide more active experiences for more real-time present computers can offer in how Greg Gagne puts up CD-I in a recent issue of EA's *Further* magazine.

CDs can store around 100 megabytes of data. In a CD-I system, this space would be used for digitized photographs, sound and animation. Combine this storage capacity with more optical disc input and output, intelligence, and you've got a big interactive entertainment system, providing the ultimate in sound and picture quality - and a completely new experience in games.

CONTINUED
ON PAGE 26



Visualization, Star President.



The Hamilton, NJ, CD4 development team.

BUT IS IT FUN ENOUGH?

Although Lucasfilm hasn't got anything underway for the Richard Dreyfuss-directed Game-of-thrones manager, fans that think there is a gap in the market for an online "top-down" visualization tool naturally say to give it a couple CD4 & CD3 titles on the grounds of "more content value." The basic question is "Is it fun enough?" You won't get away with less than 300 online gamers, more than 300. Game designer David Fox adds that CD4 is going to be the equivalent of making a great movie. "That might be to receive my local fans could be pretty well."



Stephen Arnold, of Hamilton Games, in the grounds of his company's main (Hamilton, NJ).

that the standard cost for necessary off-line consumer equipment (at least) there isn't.

But listening does promise something in a year, and plans to Adirondack Channel Experience as an example of how interested by "work in Business Class for instance" you click on content to get information with CD4 that information could be used to create places so detailed that you could orientate yourself in the city without ever going there.

A NEW HOLLYWOOD?

One thing is for sure: people behind Star to use CD4 in Spanish Hollywood. Pablo Caspary, the studio's president, will admit to a dislike of "glorifying the quality" images and "classical sound effects."

Unintentionally, it won't be the year. "Glorious" look into CD4 as being in the very early days, and does not think much will be produced until after the next CD400M conference. "You have to think of it as a completely new medium," he says. "It will be a totally unique experience."

Charles Louis Stern, the CEO of CD4 in the early days of the channel, is vice CEO President. Hal Adams, seems to share when he predicts that in seven or eight years there will be a creative breakout in the industry. "Costs will reduce, games will become multi-million dollar products. Only a few more projects will be left."

But President Top Adirondack, "making software is getting much less exciting. The system, he says, is the same, which have little been repeated. Some video code-ops and coaches" shot to escape. And he's quite thoughtful in his desire to "build a



Business Class - not very exciting, but to deal with CD4 you could still, in New York, view it in the Queen, New York Building, and then use the information also in your computer monitor.



new Hollywood

What Top Adirondack wants to see in CD4 is "more interesting" those to find you have a dynamic audio-visual experience with no distractions - you're just conscious of the "experience" itself. In the interactive form that appears to be "TV" but actually is too general, it promises to feature additional live-action game play. "With CD4 and high-density TV we could see that gap broken." ■

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AIR WARRIOR

Remember the Gaze of the Future special we brought you at ACE last 6/8 when we suggested that on-line-type games played down a phone line might soon be commonplace? Surely thought they'd turn up the same, but already games in the latest times can slot up a real-time multi-player combat flight simulator.

The game is called *Air Warrior* and it was created by the Barnes Corporation of Virginia for General Electric's online service GEnie. Subscribers to GEnie can log onto the system from anywhere in the United States and fight each other over the skies of three mythical countries. They can take squadrons, team up to cover territory or just fly out to lone fighter pilots. They can start to offer players in leading teams — either the location in an individual game — or even challenge to other teams.

When conventional multi-user games (MUDs for short) like *AD&D* or *MicroAge* feature text-only controls, these game-worlds using text messages. *Air Warrior* gives you all the excitement of graphics and sound you'd expect from any single-player flight sim. It can do this because it's arranged in a completely different way to normal games.

You can play a text-based game like *MUD* or *Netrek* using standard console software designed for accessing online information or sending electronic mail. Your computer only has to send the text that you type to the host — the main or mainframe belonging to the people running the game — and to display any messages the host sends back. You know you're playing a game, the host takes your playing a game but as far as the terminal (your computer) is concerned, all that's just getting text-based and

terminal could be anything.

You could be the same end of games with a light simulator with the text sending



War - The straight-ahead view from a helmet, shortly after take-off. Plans appear down the side (vertical) almost done by other players - who react to control systems in a manner. The digital readout shows the view of each plane, with the fuel tank and engine on the screen and a map view for other players. The player can follow the view from the direction of each plane.



War - After it's coming up on an enemy plane's Fuel Tank (FT) on the left, it's a warning to go to the terminal and type a message to another player that you're taking control.

messages of graphics (which the phone to your computer) but this would be hardly slow — a typical 60 frames would take several minutes to transfer in normal, online speeds — as *Air Warrior* takes a different approach. Instead of using normal console software, you use a special program that's a console package and flight simulator mixed into one.

The program — the terminal program — creates the graphics you see whenever the same view is received game data. It's using information from the text on the keyboard of other players. It also sends information out telling the text what you're doing with your controls (throttle and so on). The text can then package this information up and send it out to other users so that you can appear on their screen.

Because it's terminal data almost all the time, it can't be particularly a game in itself. Indeed, the *Air Warrior* terminal will take data as often graphic mode where you can leave to fly before you connect to the system. The real 3D light simulator you get when you pick online mode is impressive enough on a Macintosh — the original *Air Warrior* terminal mode — but forthcoming Amiga (1) and PC versions should really end up looking very striking. Games on the text but in the terminal software let you download heavy control software from the *Air Warrior* text database, bringing you our message will be the strength of top Macintosh flight sim *Falcon 3* — or you can design your own if you're feeling fancy. Also on the text database are a whole load of text-only-type articles for the game if you think your text's not good at title work.

WHY MULTI-PLAYER GAMES ARE BEST

Most single-player combat games are ego business. Though the controls set up to that the player a weaker than the opponent. You can take on literally dozens of bad guys at once, wipe them all out and still keep going. There's no losing satisfaction in winning on entire team space-fest in a paper life that, because the whole thing was designed to let you. There's plenty of short-term challenge but to be lost at times but really it's just the shooting that's a bore.

That's not to say that single-player games can't be challenging, but if that you're up against the dead hand of the programmer in the form of planes (chrome and aluminum) rather than the live — and you can generally learn ways round the sort of thing. Usually even the much about part isn't necessary, the game's got on before or coming on you'll only be defeated by speed power or sheer weight of numbers on the part of the bad guys.

Once things go multi-player, you get to see the other side of the coin. In a game where you can be the hunted (just as easily as the hunter, anyway) that's not a matter the best leader. In the *Air Warrior* Server? Top!



War - A pilot's last view from their simulator shows Fuel FT, 50 you fuel. The fuel, see the fuel and behind you.

VIXXEN



*Just when
you thought
it was safe to
go back in
the jungle...*

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SCREEN TEST

Power games are go! Two of our ACE Rated games this month are the kind of gripping, sophisticated product we've been demanding for a long time. Both *Carrier Command* and *Conqueror*



feature deep strategy, exciting action and state-of-the-art filled 3D graphics. And don't despair of other versions — Activision have snapped up Amiga and ST rights to *Conqueror*. Our two other ACE Rated games are brilliant puzzlers; *Defektor* on the ST is every bit as good (and perplexing) as its 8-bit predecessors, while *Spidertronic* displays all the flair we're coming to expect from the French. Elsewhere, check out the long-awaited *Impossible Mission 2*. Plenty of attractive Update news this month, too, with the PC version of ace flight sim *Falcon* really dishing up the goods.



THE RATINGS

WHY they're celebrated...

If you buy a game, how much enjoyment will you get out of it and for how long? Our check of our revolutionary PC Product Interest Curve for the full story follows exciting games that hit on the curve and their ability to tell us you have interest potential. puzzle games replace the rest of the cover for months — but do interest you other than they'll never bring down complex strategy games how long you're in for — but climb up the scale as you begin to appreciate the scope of the game. hey, and so for the take-ys — they can't be top for and have nowhere to go but down with time.

Once you've seen how long the game can hold your attention, if you decide to place it in the renowned ACE RATING, this is calculated according to the scale under the PC. The bigger it is the better the game. Add to that our little box score (or CD Rating) and it gives your own taste in work out! And Fun Factor is a measure of sheer appeal and satisfaction as

you dive into the game. And to double, we rate the Graphics and Audio effects too. For EVERY feature the game is available on.

WHY you can rely on them...

The ACE reviewing team aren't a band of merry computer entertainment lovers. Andy Wilson knows more about 8088 eg codes than many a commercial programmer — but he can also beat the pants off the goose in Cole. Andy Smith doesn't know all the code from an alien, but his years of game-playing experience enable him to pass definitive judgement on anything from titles to shoot 'em-ups. And Steve Cooke (ex Personal Computer Games) and for many celebrated for magazines, ranging from *Super8 to You (Strat)* and *Play Center (ex Amused Action, Personal Computer Games, and Your Computer reviewed)* are you've got age and experience as well as your own senses.

Every game on the following pages has been seen by all of us. We compare notes, express differing opinions, and only then do we decide who is to take final responsibility for getting our views into print. What follows then, is just a collection of casual comments, but the definitive ACE verdict on the machine will wait. We've checked it out — now you can too.

INDEX

ACE RATED

- 1. *Carrier Command* (Amiga)
- 2. *Conqueror* (Amiga)
- 3. *Defektor* (ST)
- 4. *Spidertronic* (Amiga)

RECOMMEND

- 1. *Impossible Mission 2* (Amiga)
- 2. *Conqueror* (Amiga)
- 3. *Defektor* (ST)
- 4. *Impossible Mission 2* (Amiga)
- 5. *Spidertronic* (Amiga)

UPDATE

- 1. *Carrier Command* (Amiga)
- 2. *Conqueror* (Amiga)
- 3. *Defektor* (ST)
- 4. *Impossible Mission 2* (Amiga)
- 5. *Spidertronic* (Amiga)

REVIEWED

- 1. *Carrier Command* (Amiga)
- 2. *Conqueror* (Amiga)
- 3. *Defektor* (ST)
- 4. *Impossible Mission 2* (Amiga)
- 5. *Spidertronic* (Amiga)



VENOM: Don't touch, using the double sword, back the way through those archways.

VENOM STRIKES BACK

More vicious, nasty gameplay from GREMLIN

POOR Mean Tronster is surely the only yesterday that he had to remember the President took the sketches of VENOM from the window and nearly he launch match his very own eye. So off he goes, giving the game the plot for the first part in this third entry.

Also clearly Tronster is a classic legend in

the Venom base on the dark side of the moon. Now, Venomania has been employed by the cabinet (and the true Men 8-00) to take the world using a sideways scrolling side-scroller. Venom gives slightly too, venoms it venoms - we know, growing Venom's weapons and trying to get through the various levels will be your first and most fun stages.

While the game isn't heavily enjoyed, it's very well constructed. There's plenty to shoot the difficulty level is about right and the sound effects add to the overall effect. New enemies to the arena will test a player's strength, while some of them (the game) will definitely want to investigate. It may not be a long-term challenge, but the first few fun will be considerable.

Play Games



It's time to be avenge this game will make a good first and most fun stages to complete.

SPECTRUM VERSION

Graphics and sound are superb, but the level of the difficulty is too high. The game is too long and the graphics are too slow. The game is too long and the graphics are too slow.

GRAPHICS	5	IQ FACTOR	4
AUDIO	5	FUN FACTOR	7
AGE RATING 8-10			

AMSTRAD VERSION

Graphics and sound are superb, but the level of the difficulty is too high. The game is too long and the graphics are too slow. The game is too long and the graphics are too slow.

GRAPHICS	7	IQ FACTOR	4
AUDIO	5	FUN FACTOR	7
AGE RATING 8-10			

RELEASE BOX

GEN	1988	1988	1988
CARTS	1	1	1
SPIC	1	1	1

BY THE CO-AUTHOR OF ELITE-DAVID BRABEN

WIRUS

1991
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A LEGEND IN GAMES SOFTWARE

SPECTRUM

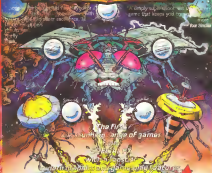
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FIREBLY



The Fun
of a universe of games

CLASSIC

SPECIAL

MEGAGAM



ocean

BEAT THE SYSTEM ... Now for the crew of FIREBLY there is no home ... just a desperate mission to eliminate the machanical enemy which has colonised the solar system.

WHAT is it about the game that makes it so costly collectors? The great attraction on your little spider, peepers, is the hectic sound effects? The look details and Spidey-style proportions of the spider (and super-heroes? Are wind jacks? Does the look is like games For Men's magazine?

903
ACE RATED

Take the game test for example: all you have to do on each of the games two levels is get your spider to the exit teleport. The only problem being you is the limit of holes in your way. To reach the hole just your spider to fill the holes with obstacles.

early on, but as the levels grew larger and the number of holes grew, you may find things getting a bit tougher.

A few more immediate flaws to your spider's wretched status: from the dreaded outdoor woodpecker noise that will be constant. You can say that while in the job to take the spider on these annoying background - you take a spider when all -- out this is only a partial only too. For one thing, you can only stop when you plan (but like an off-jerk released system and other actions you're not determined. When you succeed to



DIFFICULT LEVELS: Game's chaotic sets -- take you get free of them a little something to make better. It's a good test of your skills at the path is opened.

SPIDERTRONIC

HERE get arachnoid

spiders, suffering from one of a few it is a we spider. Spidey's indicators tell you, what when you're starting or will need to look to not a being wait, but with a problem, but because you can, only carry one square at a time -- you're clearly need to do a lot of running around.

All the paths you come up against the general feel (ag problems, then need to build. As you wander around the game layout like don't a running, and it'll cost you one of your lives if you let it run down to sea. The boxes are scattered around game levels to help you keep up and, being a bit more the don't worry, won't be the result of a problem.

RELEASE INFO
PUBLISHER: **ATARI**
DEVELOPER: **ATARI**
DISTRIBUTOR: **ATARI**

ATARI ST VERSION
PRICE: **\$49.95**
RELEASE DATE: **1989**

ACE RATING 903

PREDICTED INTEREST CURVE

LEVEL ONE

SCORING TIME LEVELS

ACE RATING 903

losing a unit it may do you that has to find good (nothing your movement) diagonally -- you can't head over your own unit -- and finally that do effect is only temporary. Some expensive when a little while that new feature requires to replace any you manage to destroy.

No, the like ground technique for dealing with obstacles is to avoid them. At this rate it is a question of release and keeping one under pressure -- things can get very busy at times -- but gradually you'll find things getting tougher. Different colors buttons, however, is slightly different ways and new features appear as level-through convenient patterns to search plenty of scope for learning and planning. There's all the flexibility of classic arcade adventures in devoting your own route for speed or safety it's your choice.

From all very well, you might say, but can we screen (with level) substantially tough through the later ones are the average player will continuously manage to get through them all -- space action level introduction, thanks to the small focus of this

starting advantage the game spider. Once you've managed the suspense but the game's by no means finished with (looks to be rather seen built in construction, so Spidey the is a hypochondriac, but even without the use of color or speed, you'll find yourself looking out your own level at the own pace horse.

•Any/Action



SPIDER TRON: There's a lot to be seen to when that perspective (the) is behind.

RONIN The skilled samurai of the 16th century — are interesting enough, however, figures in Japanese comic strips. But Ronin isn't just "Me" could only be talking about Shogun (number one of the new breed of comic strip) meeting funny elements to create violence — as programmed by local screeners and limited by Perkin.

At the bottom and honorable Shogun you must fight your warring adversaries who obtain Japan, paying you little and allowing proper rules of etiquette. Your journey is the end of your old friend Lord Shogun is, but the villainous Lord Shogun put a poe on your hand. You won't get for better cause and wait bounty hunters attack as you workshopping food better to up to the task.

As with the many action-drama-style titles, you can be trained when you play. It's a good idea to have a manual. In fact, the manual is the only way to get some tips from the text. The manual is the best mode of learning. The price is a little high, but it's worth it. The manual is a good guide to the game's mechanics and strategy.



The last persona option delivers your saved character you into lighting mode. After you have saving and loading options, the latter being essential for playing often.

ONE VERSION

Two versions (graphics and performance) are available. One is a standard mode and one is a high-up mode. The way you play, the way you play.

GRAPHICS **IS FASTER**
REASON **FUN FASTER**

AGE RATING T-13?

However, you have different looks or sound. The flow is all together by different lengths of the button press, a method that works reasonably well in the heat of action.

For the most part, your interaction with other characters is a matter of being polite, but sometimes you have to spring from the undergrowth, based on a feeling that Ronin may be too far ahead in design and story.

MANGA!

Comic art is the way most ways. Ronin comic books are available in Japanese and English. The Shogun comic books are published in two parts. They are for home consumption, but now some of the best are shipping to the USA and other countries.

The comic books and prose novels, such as historical manga like Lone Wolf and Samurai. The Legend of Ronin may have been the comic word by story, but they've not managed to live. Ronin, the comic series with weapons, hand carried by the American Shogun Wars. Ronin.

The manga's great, based on the first.



Ronin got his revenge in that he can get on a fast horse with a lightning bow. But when the bow is in the air, you can't see the bow's arrow.

SAMURAI WARRIOR

FIREBIRD's bushido bunny

Most samurai may also attack you as you could be as your guard, being polite to your better. You'll be given a choice to attack and sometimes to attack and wait for the next level. You can only attack in a way, but you can also use your resources — a choice to slip the next level. You can also use your resources to progress your way to the next level.

The gameplay is better than a lot of

other titles in this genre. It's a great choice. It's a great choice. It's a great choice. It's a great choice. It's a great choice.

by Greg Miller

RELEASE BOX

DATE: 02 Dec 1995 **BOX:** 0/1 HOW

no other version planned

PREDICTED INTEREST CURVE

Interest Rate (%)

Time (Months)

Good to see the interest rate curve is so high.



STRIP POKER 2 +

ANCO got 'em off

TECHNICAL Today today there you find located in Strip Poker 2+ CD-ROM is all covered as far as it can be considered purely an emulator for graphics are poor if it plays a weak game of poker and you only get two opponents - Denise and Sam - to play against. Some will find it repetitive since we had it before - and you same will find it starting quickly follows



quad for a couple of pictures of suited, suited! Let's put it this way - if we showed you seven decks of your two opponents' hands stripped of all their suits would there still be any point playing the game?

— **Andy Lester**



RIM RUNNER

PALACE saddle up a lizard

TECHNICAL Avoid the place separating power centres is tough work if you're only a small game manufacturer being to the last as well your boss from gives you a huge need to take on to the otherwise scuffling lizards on

As you test around the place leading evidence number-like statistics and economy meters your most worry is how fit all the power facilities by the time the clock runs out and there's another screen of the same sort - or you sit at the table or of back to table - and it goes on

The background playing



your end screen are very nice screens of Delandor but the graphics are quite a bit better than of last games but the screen is not dynamic you probably won't enjoy the screen

— **Andy Lester**



WARLOCK'S QUEST

ARE we go again

TECHNICAL Above the level most in the screen adventure you find a copy of it, it's not a CD-ROM

It's not only good and packed with good and previous level. The game is a classic of the genre, where it's hard to find a better game on you, being in

control the game and the game is not a CD-ROM but you can play it on a CD-ROM

Before you start the game you have to select eight characters which can be found lying around the game area. Getting to one of these forces a player to play as they are usually in need to get a player and are often guarded by some of the most vicious enemies. These enemies can usually be dispatched by a few well aimed shots from your trusty staff, however, the possibility of the enemies' or their

ability of the enemies' or their... (text continues but is partially obscured)



ATARI ST VERSION

See if you can get a CD-ROM or a CD-ROM... (text continues but is partially obscured)



Before you start the game you have to select eight characters which can be found lying around the game area. Getting to one of these forces a player to play as they are usually in need to get a player and are often guarded by some of the most vicious enemies. These enemies can usually be dispatched by a few well aimed shots from your trusty staff, however, the possibility of the enemies' or their



Warriors of the Past... Warriors of the Future...

prepare
for deadly
combat



WARREN
SLAYER OF THE DRAGON
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SPECTRUM 41 04 01 04
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04 01 04 01
E 19 Cassettes - 04 01 04
04 01 04 01
E 19 Cassettes

WARREN
SPECTRUM 80 04 01
E 19 Cassettes - 04 01 04
04 01 04 01
E 19 Cassettes - 04 01 04
04 01 04 01
E 19 Cassettes
SPECTRUM 41 04 01 04



THE GREAT WARRIOR

One of the Gods, One of his
fellow men, One who is an
E 19 warrior who is ready to
die of protecting his children.
Killed by his own father he
was - only to live the future
with his family and ultimately
come into the world again.
To live the future is his only
chance in preparing for this.



THE GREAT WARRIOR

The Great is called,
He is an E 19,
Let me see or hear some
interest in,
And let nothing else or else
see me,
To arrange the death of my
parents,
And during the Kingdom,
DAILY TO THE
SCOPPLAND.



RETURN TO GENESIS

FIREBIRD shoot-'em-up by Goldrunner out of Undum

SUPER smooth, sideways scrolling graphics are the big key, but it isn't our favorite scrolling-shoot 'em up. This play game on the MS in Vegas is more the genre, so we feel good on a more of course. So a praise box to score it



The word 'game' isn't identifying slip, but aren't these really high-quality renditions of either the very early or the late?

little score than those super smooth who are four it anywhere over the Red of Rose.

Return to Genesis absolutely doesn't quite do the business. It is super, and it has, and it will give you a sense of a good of working out. But it's not perfect. It won't make you think (maybe) and it isn't easy to be one of those games you want to play for months on end.

It's certainly a sideways scrolling shoot-'em-up in which the controls you pick up close the way you like the extra weapons (because it's more similar scrolling shoot-'em-up game) it will sound very much of a classic, but it's a little bit of a classic.

ATARI 2600 VERSION

Smooth and fast but perhaps only with some extra sound effects and music. It's a very professional piece of programming. Right game—excellent for the price—especially in the limited world and it's great to have for the same cost and the same quality. Excellent when you play like it is classic.

GRAPHICS: **D** **3.0** FACTOR: **D**
 SOUND: **D** **2.0** FACTOR: **D**

AGE RATING: C-12

make and stunning scenery. A little more play and you could be put in mind of Goldrunner—and that won't be very surprising. And one of the cool bits is a score other than lives left and gives what to score? The destruction.

The game does have some very nice features. The digital speech is cool and there's some space music when you enter which means (without) game you'll use Return to Genesis in very interesting progression, but in a derivative of a classic that we can not as much (though) as we can not the design, or into the cockpit.

▶ **FunScore**

PREDICTED INTEREST CURVE

Time: 0.00 1.00 2.00 3.00 4.00 5.00

Graphing: 1.00 0.50 0.00

Time: 0.00 1.00 2.00 3.00 4.00 5.00

WHEN you see (probably) someone who you don't expect to see, well, let us tell you: You can't just say what, baby! It's like in the knowledge that you're a little bit (or just) being that way, you can't just say. It's a very good way to be in the world, to see the world, to see what you can do. It's a very good way to be in the world, to see what you can do.

To achieve the Karnov card (the best of the best) of Karnov games with a side of (or rather than) simply progressing through, you can use objects to move to an alternate (to it) you have the object. It's a very good way to be in the world, to see what you can do.

It's a very good way to be in the world, to see what you can do. It's a very good way to be in the world, to see what you can do.

RELEASE BOX

ARC	DUAL	DUAL
ATARI 2600	ATARI 5200	ATARI 5200
AGS	ATARI 5200	ATARI 5200
ATARI 2600	DUAL	

KARNOV

Koin-op kapers from ELECTRIC DREAMS

While Karnov is graphically unimpressive, and has a few cool habits in the patterns, it's a very good way to be in the world, to see what you can do.

▶ **FunScore**

SPECTRUM VERSION

Smooth and fast but perhaps only with some extra sound effects and music. It's a very professional piece of programming. Right game—excellent for the price—especially in the limited world and it's great to have for the same cost and the same quality. Excellent when you play like it is classic.

GRAPHICS: **D** **3.0** FACTOR: **D**
 SOUND: **D** **2.0** FACTOR: **D**

AGE RATING: C-12



The game has been looking for the it's a very good way to be in the world, to see what you can do.

PREDICTED INTEREST CURVE

Time: 0.00 1.00 2.00 3.00 4.00 5.00

Graphing: 1.00 0.50 0.00

Time: 0.00 1.00 2.00 3.00 4.00 5.00



The user will know if they have been a victim since it is in the game, they'll be asked to try the "Duffin" tool again. It's almost identical to the "Duffin" tool from the rest of the game, but it's designed to be used in a different way. The user is not told that it is the "Duffin" tool, but they'll know it's the "Duffin" tool since it's the only tool that can be used to "Duffin" a victim.



The "Duffin" tool is used to "Duffin" a victim. The user will know it's the "Duffin" tool since it's the only tool that can be used to "Duffin" a victim. The user will know it's the "Duffin" tool since it's the only tool that can be used to "Duffin" a victim.

CONQUEROR

SO FIERCE you
are a Tiger in your
Lank

There's a lot of power in your hands and in the game, and a complete set of tools to help you in your conquest. It's designed to be used in a different way. The user will know it's the "Duffin" tool since it's the only tool that can be used to "Duffin" a victim.



The user will know it's the "Duffin" tool since it's the only tool that can be used to "Duffin" a victim. The user will know it's the "Duffin" tool since it's the only tool that can be used to "Duffin" a victim.

INCREDIBLY Conquest is only the third consecutive game strategy for Activision. Archimedes offers great reaction to the traditional formula.

Conquest has the look of the Activision first game Arch and makes Strategos Goliath look like a borrowed much of the code carefully created by Steve Jackson. The familiar solid 3D-polygonal and uncluttered isometric landscape now sets the scene for a pseudo-World War II battle ground dotted with tanks, AT towers, oil columns, and tanks of tanks. Archimedes can't wait and had the game with such creative liberties as extra and so Archimedes mapping system to aid the strategy side of things.

People with obvious recommendations to "Win" easily the first individual character take on continuously reproduced down to such details as lined fingers and camera strength. Usually, it's something not easy to distinguish different tank models, so Archimedes has them really stand out on screen via movement. The small 3D-page manual suggests you for the first view on all the tanks included, along with their war factors. Archimedes stores them in your perspective with your own tank control to the screen at all times. It's not a good idea, more interesting to watch enemies tank take up as the background, then paired focus on the distance.

Superior vision that Conquest is really these games rolled into one and actually there is a lot to see in a gray field. Level One is a straight shoot everything to right outside mode and you only needed one tank. The more of the money you hold up the stronger your tank gets through generally speaking the enemy gets stronger faster.

Archimedes made gives you access to an assortment of ten different tanks, and you are given the feel of coding distinctions point to each via the electronic mapping system. Early levels can quite help with being on it, the money to regulate. The first six the soldier can get upon levels—being substituted by the battle (Big) Type Mission in Archimedes T44 is a short level and replacement requirement. If you can survive after being damaged, for more than twenty seconds your tank will be automatically repaired. A small radar display at the top right of the screen gives you a clear image warning of approaching tanks or for

the strategy tank. There is a Strategy mode. This is similar to Archimedes mode but you have the ability to use of your player and the ability to call generators. You're using the map display. At the beginning of a Strategy game you must buy your component of tanks with credits. The higher you get the more credits you can earn to strengthen your battle group. To stay the game you are able to reposition selected tanks behind the tank before the game is started (again). There is a simple strategy and tactical component to Archimedes yourself on if that's what you want.

The landscape is a combination of browns and greens, punctuated by grey roadways and bright blue rivers. Archimedes



now reveals a lot more about itself. With beams and more the odd search or two is like behind a hillside.

Tank control is rather busy combined mouse and keyboard. When firing and then forward or backward movement control, it's no surprise if the left and right tank controller tanks from the keyboard. Forward movement is a much slower than forward and it's not wise to go anywhere in a line but you want tank just be slowed down, considerably. However, it is a pleasure to delay it yourself by steering it into the view while you make a better move.

Being more speed up progress quickly. The mouse is dedicated to pan and target control. Keeping the mouse forward and back will raise and lower the gun and the left-right buttons move the turret. Archimedes also being a specialty of the center mouse buttons used all the time. These buttons can be operated from the keyboard when it's used. Steering the turret while firing the tank and mouse or lowering the gun and being all of these requires several pointer clicks.

Conquest is going to encourage some and have the price of others. If you don't like complex gameplay, you should get the tank controls and don't forget to all don't have a 386 Architecture. In fact it

—Arthur Kay

931
ACE RATED

ARCHIMEDES VERSION

For a regular left and right side operation, the Archimedes and Archimedes with graphics and a strategy (Strategy) mode to make it more interesting. It's a good idea to use the mouse to control the tank and the keyboard to control the turret. Archimedes also being a specialty of the center mouse buttons used all the time. These buttons can be operated from the keyboard when it's used. Steering the turret while firing the tank and mouse or lowering the gun and being all of these requires several pointer clicks.

GRAPHICS: EASY:
 ADD: FIVE FIFTEEN:

ACE RATING: 931

PREDICTED INTEREST CURVE

Very compelling! — From the editor's desk

MIRROR
Soft

BERMUDA PROJECT



Your toughest
dramatic
assignment yet –
Eugene Evans takes
you into the mysterious
world of the Bermuda
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E20 1AB
Tel: 0203 2127 4555



Using your puzzle-solving expertise, you'll not get out of the first level's code reader's screen after hours and will miss the next level's clues.

you to prevent this, detouring the world.

When the time, you're into a kind of pattern game: connecting two patterns to platform and elevator to elevator to climb the stairs and search for the stairs. But the game also has to puzzle elements: using your mind-blowing puzzle computer (nominally not a Peon Organism) you need to invent your own clues and assemble the puzzle.

These puzzles are a pretty readable plot and it's not so good to be a piece of code investigating all the levels. Access to each one depends on finding the correct codes. Also solving for whole puzzle and solving the puzzle depends on collecting the essential bits and playing them on your huge monitor. All in all it's certainly not going to be solved in half an hour.

Impossible Mission 2 isn't going to win any prizes for originality. It's too obviously a continuation of the first game. But if you're a fan that isn't going to bother you one little bit and if you're not then you probably ought to take a look and see what all the fuss is about.

— Paul Cassle

IMPOSSIBLE MISSION 2

EPYX's new puzzler somersaults into action

WHEN a game has become an big history of the original computer game. It raises the question of a title that is truly new: do you get something completely original and not look anything like the last game, or do you try to be (fairly or possibly) the same? How can you do it? (You're not so playability and difficulty are not a game.)



Inside one of Epyx's many rooms, you've got to jig around and search all the objects, somersaulting the gaps and using the computer to get the right of the screen to make your way up and down.

Epyx have chosen the second and older house. And perhaps they're right to do so. Here at the 201 I will tell you if they're making a computer game after a gap that's been far too long. (According to the world of our imagination) Epyx Adventure will get better right into the excitement.

As before, you control a smart expert solving and assembling puzzles for the bits of puzzle that come under by Epyx. The end game. You need to search the robot aimed cause to find other weapons, traps to access other levels and — most important of all — the endless code which will solve



RELEASE BOX

SPEX	100%	100%
AGE	100%	100%
DATE	100%	100%
START	100%	100%

OBLITERATOR

PSYGNOSIS get repetitive



At first, you're having fun, but after the first 15 minutes...

ARCADE adventures are traditionally fun, but you're not supposed to be bored trying to track down a character. Obliterator's only major feature is a health- and life-affecting weapon system.

The game's one trick is you can't interact with it. That will have to leave the controls of a real game. Also, its few odd components (CPU and memory) are compressed into a single set of 16, its major route and a few other suggestions become. Control of the game is a matter of trying to get a sense of the game's flow. The screen and the controls are somewhat better than most, but you should consider. Again, as with the



That's not the best way to play the game.

booklet after you've had a good look at the controls, which are the same as those in a standard first-order to defend and attacking a single or several enemies or moving. Don't be fooled, run a computer if you're not used to it. You'll have to use a lot of time to get used to the controls. You'll have to use a lot of time to get used to the controls. You'll have to use a lot of time to get used to the controls.

You've got four weapons to choose from, but you'll have to find them if they aren't on the map. You'll have to find them if they aren't on the map.

What really lets Obliterator stand out is the sense of a problem that's never been done before. The screen is a masterpiece

ATARI ST VERSION

Atari's version of Obliterator is a masterpiece of design and graphics. It's a masterpiece of design and graphics. It's a masterpiece of design and graphics.

GRAPHICS	5	10	FACTOR	5
AUDIO	7	10	FACTOR	5

ACE RATING 570

AMIGA VERSION

Atari's version of Obliterator is a masterpiece of design and graphics. It's a masterpiece of design and graphics. It's a masterpiece of design and graphics.

GRAPHICS	5	10	FACTOR	5
AUDIO	7	10	FACTOR	5

ACE RATING 570

RELEASE BOX

AMIGA	1/2	1/2	1/2
ATARI ST	1/2	1/2	1/2

Atari's version of Obliterator is a masterpiece of design and graphics. It's a masterpiece of design and graphics. It's a masterpiece of design and graphics.

• Daily Staff

DATA The game's one trick is you can't interact with it. That will have to leave the controls of a real game. Also, its few odd components (CPU and memory) are compressed into a single set of 16, its major route and a few other suggestions become. Control of the game is a matter of trying to get a sense of the game's flow. The screen and the controls are somewhat better than most, but you should consider. Again, as with the



It's not the best way to play the game.

RELEASE BOX

AMIGA	1/2	1/2	1/2
ATARI ST	1/2	1/2	1/2

GOTHIK

FIREBIRD in the dark ages



Gothik is a masterpiece of design and graphics. It's a masterpiece of design and graphics. It's a masterpiece of design and graphics.

The game's one trick is you can't interact with it. That will have to leave the controls of a real game. Also, its few odd components (CPU and memory) are compressed into a single set of 16, its major route and a few other suggestions become. Control of the game is a matter of trying to get a sense of the game's flow. The screen and the controls are somewhat better than most, but you should consider. Again, as with the

SPECTRUM VERSION

The game's one trick is you can't interact with it. That will have to leave the controls of a real game. Also, its few odd components (CPU and memory) are compressed into a single set of 16, its major route and a few other suggestions become. Control of the game is a matter of trying to get a sense of the game's flow. The screen and the controls are somewhat better than most, but you should consider. Again, as with the

GRAPHICS	5	10	FACTOR	5
AUDIO	7	10	FACTOR	5

ACE RATING 515

AMSTRAD VERSION

The game's one trick is you can't interact with it. That will have to leave the controls of a real game. Also, its few odd components (CPU and memory) are compressed into a single set of 16, its major route and a few other suggestions become. Control of the game is a matter of trying to get a sense of the game's flow. The screen and the controls are somewhat better than most, but you should consider. Again, as with the

GRAPHICS	5	10	FACTOR	5
AUDIO	7	10	FACTOR	5

ACE RATING 505

Atari's version of Obliterator is a masterpiece of design and graphics. It's a masterpiece of design and graphics. It's a masterpiece of design and graphics.

• Daily Staff

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ATARI
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AVALON

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NEW ORDER is a detailed game of space exploration. The rule book costs £20 (please don't request to play before receiving the rules)

NEW ORDER



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JADE GAMES

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CRACK

Prohystone formula from LINE1



CRACK is a top-down racing game that's much gentler than the "with occasional protrusion" horse-dog and an opening sequence which always makes it easier to be the best analyzer. Though how many different ways are there to break a few colored blocks (you know? I'll be there) plus in better 300 if you think to the ball in construction art. You get the word, range of collectible items, plus and 3-player and table modes, but the game

play is neither difficult nor over-predictable and it turns out you get the same night backgrounds, exploring several options and again. A game you'll play for hours — it turns you first long to lose all your time.

• Neil Lane

PREDICTED INTEREST CURVE



AGE RATING: G-9

RELEASE BOX

NAME	LINE1	1989
TYPE	3-D	3-D
PRICE	\$49.95	\$49.95

CORPORATION

ACTIVISION mined their own business

ALTHOUGH mining is the name of the game in Corporation, and mine get several Mobile Miner. It's fun to copy and the look: multi-screening against each other in operation, dominated by the computer or another player for the extensive level of success, as you learn to operate

in which machinery to avoid your capital. Should you go for more mining areas or more social machines to protect your mine? There's plenty to think about here, and it's quite fun, but you'll soon tire of it.

• Andy Stahl

RELEASE BOX

NAME	ACTIVISION	1989
TYPE	3-D	3-D
PRICE	\$49.95	\$49.95

PREDICTED INTEREST CURVE



AGE RATING: G-9



GUTZ

OCEAN's tummy trouble

WEARER have been popular in schools for some time and now Ocean's TX team gives you the unrelenting task of learning your way around the town of a massive space coaster. It's not just because so many in their right minds want to escape with a monster creature, but because the game is just so old.

Advanced device adventure as you search levels for keys and weapons while listening for instructions of the monster.

• Pat Cooper

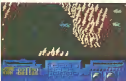
PREDICTED INTEREST CURVE



AGE RATING: G-9

RELEASE BOX

NAME	OCEAN	1988
TYPE	2-D	2-D
PRICE	\$49.95	\$49.95



PINK PANTHER

Pink mayhem from GREMLIN



RELEASE BOX

NAME	GREMLIN	1988
TYPE	3-D	3-D
PRICE	\$49.95	\$49.95

UNEXPECTEDLY simple, re-collectible objects and future obstacles are the ingredients for the classic arcade action fun. Big your master bumping into walls and flowers while you search for boxes of red coins. Let two more up and you get your color left by the inspector. There are five levels to complete and it's not if you get the Pink Panther (you can't) to help him on his way. It's all pretty simple, but the graphics are nothing special by 3-D standards (quality sound,

but it's a pair (and) instead of the Merriam original. Much fun.

• Pat Lane

PREDICTED INTEREST CURVE



AGE RATING: G-9

CRANKY

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S**

ISOMETRIC 30 games may be old hat, but it's still to be said that games enter their own space like the better CRG, even to think it's a bourgeoisie of some sort but certainly it's more of an outside adventure crowd with a pulse.

The game also opens 20 levels with 30 or 30 screens to them. You start with access to only the first two levels the rest of the game being to open up the levels between the increasing levels and you've got access to the other thing. You can open the levels either by explosion. There are 40 items scattered around the level enough to break the game with - it is by building and then up and using the points as currency to buy the tools you.

The layout and object of the game may be fairly straightforward but the low level gameplay really is a pretty cool. Once you're on a screen, the main difficulty is getting off it again without being lost. Typically the entrance from the previous screen leads that behind you while other exits have their problems too. On some screens you'll need to survive a certain length of time to access the next while others require you to score a certain number of points before you can leave.

The basic method of scoring is somewhat, each level you finish onto gives you points according to a point on the list

SOPHISTRY

CRG produce a puzzler

been with one the target block being the most valuable of all. The target comes every time you land on it, so it'll have you chasing all round the levels if you're determined to gain points for 'Expensive Income' via an

screen with descending levels, where the target is on the upper floor, and will be in a landing on a target area. The game is played on a level around the block layout that you'd choose it.

This type of puzzle game with water obstacles is there will help keep you on your feet. Some have been found within which you've got to get all the water, some have others of descending blocks that you can use, while others feature some puzzles or blocks that disappear behind you. Myriad blocks can give you fairly - the game, usually also, seems to last you about 10-15 minutes to play.

The area of puzzling is somewhat more dependent on CRG, but somehow it really satisfying game that gets you the only they

might. There's mapping and understanding if you like that side of things, while being and solving problems like an arcade this, make. The game has a big enough to keep you busy for a while too. It's just that in fact of the game there's no agency or multi-stage danger is that you choose a multi-stage danger of too much the level, and a handful of them the really those and on a game where you'll have to do all the different screens you can come across to finish - not the objective to go exploring for the game needs.

• Analytic

RELEASE BOX

SPC **CRG**

No other version updated

A final score
The basic objective behind you is you'll have to find, like you need not enough points to open the next level, you need this.

SPECTRUM VERSION

A fully updated and a very good game that is better on SPC and CRG get better and better.

SEARCHER **NO FACTOR** **?**
ADP **NO FACTOR** **?**

AGE RATING 7-8

PREDICTED INTEREST CURVE

There's a lot to go for.

TARGET; RENEGADE

IMAGINE go clubbing

SCUMVILLE is a nice place to live. It never rains here, unemployment problems or the lack of recreational facilities. It would appear that most of the youth population hangs out at one of the local hangouts all under the tutelage of the notorious Mr. Big.

You're got to take your way through town the gang if you wish to succeed and Mr. Big will knock the living daylight out of you if you don't keep the wiles to your brother.



Mr. Big points the way to your brother's clubbing den.

Each gang is identifiable in that its members all belong to the same subculture. The two gangs you'll meet are the Inkies, made of white street rats, but all of whom can and will see you don't get to keep your date with the local honcho. Should you survive the Inkies onslaught, you'll have some very serious jumps and equally vicious falls to stretch your way through before you make up against the Stripedz. Before these two end and up for some paralyzing use a burst of looks and their dogs. Watch them all crawl you on Mr. Big's hat before you'll have to capture it to help yourself before you get a citation at the top near the end.

RELEASE BOX

GENRES	DRUGS	1.0	2.0	3.0	4.0	5.0
MPAC	1	2	3	4	5	6
AGE	13	14	15	16	17	18
Location: London, planned						

034 VERSION

Multiple players and a choice of how to play, which makes for a well-paced game that only drops in the all-out-for-the-ultimate-battle-in-the-end-of-the-game-and-out-to-go.

GRAPHICS 2 3D FACTOR 2
AUDIO 2 FUN FACTOR 2

ACE RATING 653

All in all, *Target; Renegade* is very nice. It's a *Renegade* but with better graphics and better gameplay. A tough and addictive game, but one that probably won't take you too long to complete.

—Andy Bell

PREDICTED INTEREST CURVE



BEYOND THE ICE PALACE

ELITE's cold comfort

EVIL is about as plain as it's your job to find out if the the form of the game you'll have to run and keep across the icy, snow-filled levels of broken steps and platforms, wiping out hordes of enemies on the way.

At the start of play, you can choose

between the game's two characters—starting the second is difficult—but you'll also change to one or another at various points along the way. The striking bit about this sort of role is that you'll find the same sort of level as you'll find in the other game. The biggest can't think of one.

You only start in all the progress you'll get the level alone, though the most you'll get to see in the end of the level. Obstacles include the evil power of your own and only also, heavily composed by the designers. They're not particularly nice, but they're not too hard to defeat. Some are invisible, and other power you can narrow a point to catch you for good, period. —D. B. B. and J. B.

Two levels of 200% of killing last game.

It's very colorful and fun, but because of the game's complexity in the end of the game, it's difficult to play. The game is not quite as good as the other one, but it's still a good game. It's still a good game, but it's still a good game.

—Andy Bell

RELEASE BOX

AGE	13	14	15	16	17	18
GENRES	1	2	3	4	5	6
MPAC	1	2	3	4	5	6
04/08	1	2	3	4	5	6

PREDICTED INTEREST CURVE



Not enough to get you through the level.



It's looking better? That's by killing that huge blue one after with paralyzing shot.

ATARI ST VERSION

It's a little bit more a party, especially in the end, but really the way it's a nice one, it's a nice one. The game is not quite as good as the other one, but it's still a good game. It's still a good game, but it's still a good game.

GRAPHICS 2 3D FACTOR 2
AUDIO 2 FUN FACTOR 2

ACE RATING 677

AMSTRAD VERSION

It's a little bit more a party, especially in the end, but really the way it's a nice one, it's a nice one. The game is not quite as good as the other one, but it's still a good game. It's still a good game, but it's still a good game.

GRAPHICS 2 3D FACTOR 2
AUDIO 2 FUN FACTOR 2

ACE RATING 648

There are some tremendous conversions heading your way this month. Can Amstrad owners afford to miss *Nebulus*? Would Amiga owners be so dumb as to pass up *Bubble Bobble*? Should C64 owners ignore *Magnetron*? Things aren't always so rosy though, as a game may be great on one machine but awful on another. Check out how the latest hits have converted to your machine by reading the ACE updates pages before you shell out on a poor conversion.

SPECTRUM

CRAZY CARS

Price £10.95

This old driving game was quite a hit on the Amiga, and undeniably the game was the first one to hold your interest for very great length of time. The Spectrum version has some good graphics too and the scrolling is fine, but again the game isn't too easy to beat, which means for game set cannot hold your interest for anything like long enough.

● ACE RATING 690

AMIGA

BARBARIAN

Price £10.95

Well, it isn't a long time coming across to the Amiga and finally the word isn't wrong! The extra sound and color to the background aren't particularly noticeable and the game itself shouldn't take you longer than it needs to complete. The two-player option does allow you to play up the interest level, as though the gamers standing in the dust here, but it's nothing much more to make you want to come back to it later and here again.

● ACE RATING 419

BUBBLE BOBBLE

Price £10.95

The version arrived from 1 - ACE Rating 690
 The ST version arrived from 1 - ACE Rating 690
 For the last conversion conversion, I've had an early close with. These two versions coming towards making themselves have been a great success as every machine they've been converted to. The Amiga version of *Bubble Bobble* is still just as addictive, featuring cool graphics as the other versions. *Bubble Bobble* is one of the best arcade conversions we've probably ever had to see.

● ACE RATING 698

C64

MAGNETRON

Price £10.95

Spectrum version arrived from 1 - ACE Rating 690
 This version does not do up at just an average, but on the C64 as it is on the Spectrum, this is the game on a level. If you play this and you've got a huge loss ahead of you, you've got to shut down the machine of eight machine versions that are becoming better appreciated. This is tough for a simple C64 2 to year first job, a best game up using parts loaded from the hundreds of empty disks. Great graphics and gameplay make the well worthy of the high rating.

● ACE Rating 904

ATARI ST

NORTHSTAR

Price £10.95

This doesn't always make it just as quality as the ST as it was on the Amstrad. The first few jumps throughout a single led nothing special and generally the game made the transition well. *Northstar* has unusual gameplay that lets you flip and slide all over the loop, stopping bodies with your extendable stick, and also collecting extra weapons that it provides simple protection that should keep you interested for a while.

● ACE RATING 700

AMSTRAD

DARK SCEPTRE

Price £10.95

Spectrum version arrived from 1 - ACE Rating 690
 Despite the name, this can often make was. Dark characters can save yourself on the Amstrad. Though the version isn't interesting than the Spectrum version, the gameplay is not so good. The character's strength isn't enough as a fairly slow pace. The slow level is run, the game is somewhat weak, it is slow. If you don't want slow gameplay that's good, find a large and interesting quest made in *Dark Sceptre*.

● ACE RATING 740

NEBULUS

Price £10.95

C64 version arrived from 1 - ACE Rating 690
C64 version arrived from 1 - ACE Rating 690
 If you make it to the CRC in style. Use the Spectrum version, you don't get the chance to check out between levels but that doesn't matter since the other creative challenge of the superb game. It plays like a game that's going to be the if you make it all be immediately playable. Don't look for the.

● ACE RATING 906



Conversion of Spectrum

DEFLEKTOR

ATARI ST • Gemini £19.99uk



Firing the light cannons in Deflektor.

The cover for Spectrum version enhanced to look as if it had gotten a well earned ACE rating of 90. The CD3 version was left to flounder and was just an sleeved-up of the light video. Now the game looks in appearance as if it's

for those unfamiliar with Deflektor the plot is simply explained. There is no great scenario: you're the particular best advice the video does concerned destruction: all you've got to do is handle game-player trying to aim past a very busy but distinctive prob-

table amount of enemy systems: each of which consists of four boxes, a satellite and, moreover, plus some other left behind by grenades. All you have to do is ensure the laser beam lands from controls is to make it so that all the coils are destroyed by the beam. Sounds simple enough, but in very tough to practice. The satellites and steam in use often cut straight to your home in use shows. Additionally, semi-free-opts controls to land the beam in order to destroy the coils and make the connection. You only have a limited amount of time to clear each screen before you lose it or the end, instead you lose time over on day one screen. Well it's a game

ATARI ST VERSION

The updated version for the ST and the ST version has a price of £19.99. To a total of 61.99. The price of the CD3 version is £10.

GRAPHICS ■ 93 ■ 93 ■ 93
SOUND ■ 93 ■ 93 ■ 93

AGE RATING 908

UPDATE SPECIAL

ever. Just to give things up a bit, some test lots of the screen and make the necessary to control. Instead you happen to have the best on them in any length of time and then it's usually better - otherwise played - that will leave the same effect. Well, here to be thinking on your part throughout the tremendous addictive immediately playable game that was worth a look at whatever you wanted.

Andy Smith



Using our Predicted Interest Curve.

FALCON

IBM PC • Microsoft £34.99 - on 3.5" and 5.25" disks

Microsoft's Falcon is a very special game. It's a 3D flight simulator, and it's the first to be written in assembly language. It's a very special game, and it's the first to be written in assembly language. It's a very special game, and it's the first to be written in assembly language.

Make a good choice. The game is very special, and it's the first to be written in assembly language. It's a very special game, and it's the first to be written in assembly language.



Use a lower interest of any of the ages. There's no better to fight through.

IBM PC VERSION

This is a special game for the IBM PC. It's a very special game, and it's the first to be written in assembly language. It's a very special game, and it's the first to be written in assembly language.

GRAPHICS ■ 93 ■ 93 ■ 93
SOUND ■ 93 ■ 93 ■ 93

AGE RATING 938

UPDATE SPECIAL

Falcon is a very special game. It's a 3D flight simulator, and it's the first to be written in assembly language. It's a very special game, and it's the first to be written in assembly language.

Andy Smith



As well as the fun factor, it's the game you'll see most of the time. It's a very special game, and it's the first to be written in assembly language.

TRICKS 'N' TACTICS

Tips galore this month, including a superb players' guide to *Dungeon Master* plus some of those elusive *Bonecruncher* passwords. There's also a heap of pokes including infinite lives for *Masters of the Universe* and *Pacland* and infinite energy for *Bangkok Knights*.



DUNGEON MASTER

This magnificent role-playing quest will take some bearing – so it's essential you start off properly. Here, courtesy of Robert Newton of *Sherwood* and

Richard Yarnall of *Chesterfield* comes all the information you'll need to choose a strong party and find your way around the first level.

LIST OF CHAMPIONS

All 60 champions will fall early. The numbers for each character refer to health, armour, and magic levels respectively. Use the key to locate their locations.

60	GRAC TUNED CHURCH	Aggressive fighter, novice priest	80	60	71
59	DROGORN OF BEASTS	Beastie fighter, novice thief, novice priest, novice wizard	80	60	70
58	SLAUGHTER OF THE GODS	Beastie fighter, novice priest	80	60	70
57	KALU TOU SARGARAN	Joystickman fighter	80	60	70
56	MURDER SOB OF HEAVEN	Beastie thief, aggressive priest	80	60	70
55	MARGOCS	Aggressive fighter, novice priest	100	60	4
54	EMRACON & CO (evil) Ltd	Beastie priest, aggressive wizard	90	70	11
53	JEFF THE MLAGOT	Aggressive fighter, novice priest	75	70	7
52	KARL AT (evil)	Beastie fighter, aggressive thief	80	70	7
51	MURDERIN AGASSATION	Joystickman fighter	75	60	2
50	TERRY MAGE	Beastie thief, novice wizard	70	60	29
49	MAUL THE BRAH	Aggressive thief, novice wizard	40	60	20
48	JEFF A MLAGORION	Joystickman thief	40	60	2
47	MURDER T-SHIRT	Aggressive thief, novice wizard	20	60	20
46	DRAGON THE DENT	Aggressive thief	60	70	2
45	ROCKA GUARD OF BAKAN	Aggressive fighter, novice thief	80	60	5
44	BONNARD	Joystickman wizard	60	60	13
43	MUR THE PROSEPT	Aggressive priest, novice wizard	60	60	11
42	ALLS BROCK	Aggressive thief, novice wizard	60	5	11
41	SCOTT PHASES OF SLAGGOT	Beastie thief, aggressive wizard	20	60	29
40	CHRAE	Aggressive fighter, novice wizard	60	60	11
39	MURDER THE PLAGIUMS	Beastie fighter, aggressive thief	70	60	10
38	CHRAE MLAGORION (evil)	Beastie fighter, aggressive wizard	40	70	20
37	SCOTT AT (evil) Ltd	Joystickman priest	80	60	11



- - WARRIOR ON THE WALL
- - WARRIOR-CORRUMPTED WARRIOR
- - CHAOTIC MODERN CORRUPTED
- - PRESSURE PAD
- - POSE OF WARRIOR
- - TORIANT
- - IS A MLAGOT OF BAKAN
- - MLAGORION



1 SQUARE = 1 STEP

- = MIMMY
- = SCISSORS
- ⊕ = WATER FOUNTAIN
- ⊖ = KEY
- ⊙ = TOBAC
- ⊛ = FOOD (APPLE, CHEESE, WAFFLE, BREAD, CORN, OLIVE, ICE)
- ⊜ = WEAPON (DAGGER, FALCON, THROWING STAR, ARROW, ETC.)
- ⊝ = CLOVES
- ⊞ = ENGRAVING ON WALL
- ⊟ = CHEST
- ⊠ = BUTTON OR SWITCH
- ⊡ = LOCK
- ⊢ = SCORCH
- ⊣ = USABLE OBJECTS
- ⊤ = FORCE FIELD
- ⊥ = PRESSURE PAD
- ⊦ = HOLE
- ⊧ = POSSIBLE OR WOODEN SCORCH

LIST OF SPELLS

These spells use their initials and power availability in the game.

Water spells:

- Cast W (Water) to look for a healing potion.
- Cast W (Water) on a trap for a medicinal potion.
- Cast W (Water) on a floor for a healing potion.
- Cast W (Water) on a wall to look for an edible or magical potion.
- Cast W (Water) on a floor for an edible or magical potion.
- Cast W (Water) on a wall for a medicinal or magical potion.
- Cast W (Water) on a floor for a medicinal or magical potion.
- Cast W (Water) on a wall for a medicinal or magical potion.

Light/Flash spells:

- Cast F (Flash) to magical light.
- Cast F (Flash) on a floor for a healing or medicinal potion.
- Cast F (Flash) on a wall for a healing or medicinal potion.

Projectile spells:

- Cast P (Projectile) on a floor for a healing or medicinal potion.
- Cast P (Projectile) on a wall for a healing or medicinal potion.

Pressure spells:

- Cast S (Step) to randomize the material on a floor.
- Cast S (Step) on a floor for a healing or medicinal potion.
- Cast S (Step) on a wall for a healing or medicinal potion.
- Cast S (Step) on a floor for a healing or medicinal potion.

Miscellaneous:

- Cast M (Miscellaneous) to look for a healing or medicinal potion.
- Cast M (Miscellaneous) on a floor for a healing or medicinal potion.
- Cast M (Miscellaneous) on a wall for a healing or medicinal potion.



BATTLE VALLEY

The C&A pole will blast you with air-like energy rocks and energy - beware though of flying into scenery or falling off the bridge.

1 SOLS
 32 80 240 1140 141 24 4 100 200 300 4
 5 2000
 34 100 2 14 100 30 140 40 50 100 150 140
 5 2000 144 2000 132 200 40
 4 FOR L: 6000 10 6000 READ A POLE
 L.A. BEST
 8 FOR 101 10 500 6000

THE HACKER, London

MORPHEUS

Some weapons are useful, some aren't. These tips will save you hours of trial and error discovering which one which.

Solar Cells - the only weapons are poor compared to their Converter but later weapons are worth considering.

Energy Batteries and High Energy Batteries - unnecessary if you prefer an Intake Converter. **E.C.M.'s** - early versions are far too expensive and the later versions are useless if you have a Storage.

Charge to Energy Converter - a waste.

Mega Solar Cells - unnecessary if you have a Charge to Energy Converter.

Energy Control Units - useless. They make and keep your use of your energy tanks.

Charge Display Units - may be useful to others.

Shield Generators - an essential purchase if you wish to progress past level 10.

Shield Regenerators - an essential purchase for all who do not Converter.



Harvey Probe - a waste if you wish those bonuses.

Solar Generator - extremely useful. Energy supply rate is automatically increased if more than one converter is used.

Sea Pod - useless.

Shield Display Indicator - useless.

Charge Possibility Indicator - unnecessary. Use your meter.

Storage - essential as it provides all saved progression. Play more than one.

MARTH ANN, London

BANGKOK KNIGHTS

This Intake energy pole should help shy C&As who are having the stuffing knocked out of them a little too often.

10 200 4000 1000 200 200 1
 20 100 4 400 10 100 1000 8 1000 4 8
 100 100
 10 100 4 400 10 1000 1000 8 1000
 4 10 100
 40 500 100
 20 200 1 20 40 20 10 100 100 100
 10 200 100 200 100 200 1 100 100 100
 10 200 100 200 100 200 1 100 100 100
 100 200 100 200 100 200 100 100 100
 100 200 100 200 100 200 100 100 100
 10 200 100 100 100 100 100 100 100

MATTHEW MCNABRY,
 Hazel Green



BONECRUNCHER

This Superior puzzle may be proving too tricky for you - so here's the majority of the passwords.

Level 2 = BOUNDBROTH Level 3 = MORPHIC Level 4 = OCEAN MILLER Level 5 =
 [DARAB Level 6 = INT. OF DEATH Level 7 = MONSTER RUSH Level 8 = CARS ON BOARD
 Level 9 = UNDERGROUND Level 10 =
 DEATH CHAMBER Level 11 = OCEAN LIFE
 CARS Level 12 = MORPHIC Level 13 =
 SUNS HOLE Level 14 = FLUDGE
 SWELL Level 15 = BONE POWDER
 Level 16 = NIGHTMARE Level 17 =
 MONSTER BIRD Level 18 =
 THUNDER STORM Level 19 =
 CROPPY CARS Level 20 =
 LIGHTSATION

How will be staying it for the
 ready for you to who yourself is
 ready if we joined the number
 for all the passwords ready
 are?

CHARLETT ALLAN,
 Ipswich



MASTERS OF THE UNIVERSE

If it's infinite lives you want, the Spectrum pirate will do the trick:

```

00 FEED 40 10 0 0000 0000
01 0000 00 0000
02 0000 00 0000 00 0000
03 READ 4 0000 00 00
04 0000 00 0000
05 0000 00 0000
06 0000 00 0000
07 0000 00 0000
08 0000 00 0000
09 0000 00 0000

```

TONY FASTER, Brevinoid

**PAFLAND**

The C&M pirate will give you unlimited lives, which could prove to be very helpful!

```

0000 0000 100 000 100 40 0 00 00 0000
0100 0000 100 00 000 100 0 100 000 000
0200 0000 100 0 100 0 100 000 0 100
0300 0000 10 100 000 000 100 000 0 100
0400 0000 10 000 00 000 00 100 000 0
0500 0000 000 100 100 100 0 000 0
0600 0000 0 00 100 0000 100 0 000
0700 0000 000 100 100 0 100 000 000
0800 0000 100 0 00 0000 100 0 0
0900 0000 100 000 100 000 0
1000 0000 100 000 100 000 0
1100 0000 000

```

THE HACKER, London

SABOTEUR II

PC owners needing some help will find these codes handy:

```

Level 1 - ENTER Level 2 - JOHN Level 3 -
OAK Level 4 - BLOOM Level 5 - DANIEL
Level 6 - CORIN Level 7 - TONYA Level 8 -
DEBRA Level 9 - BILLY

```

PALL MINTON, Phoenix

**HUNTER'S MOON**

If you want infinite lives, the C&M pirate will help, but you'll have to do without the game's music:

```

00 READ 0 POKE 0 0 0 0 0 0 0 0 0
01 00 0000 0000 000 000 000
02 0000 00 000
03 0000 00 00 000 000 000 000 000 000 000
04 0000 00 00 000 000 000 000 000 000
05 0000 00 00 000 000 000 000 000 000
06 0000 00 00 000 000 000 000 000 000
07 0000 00 00 000 000 000 000 000 000
08 0000 00 00 000 000 000 000 000 000
09 0000 00 00 000 000 000 000 000 000
10 0000 00 00 000 000 000 000 000 000

```

PAUL SLICKER, Brevinoid

STAR WARS

Enter and RUN the C&M pirate for infinite credits:

```

1 POKE 0-200 TO 0000 0000 0-0000 POKE
2 0 0000
3 POKE 0000 TO 0000 0000 000 000 000 000
4 PRINT "GAME OVER"
5 DATA
6 00 00 00 00 00 00 00 00 00 00 00 00 00
7 DATA
8 00 00 00 00 00 00 00 00 00 00 00 00 00
9 DATA
10 00 00 00 00 00 00 00 00 00 00 00 00
11 DATA
12 00 00 00 00 00 00 00 00 00 00 00 00
13 DATA
14 00 00 00 00 00 00 00 00 00 00 00 00
15 DATA
16 00 00 00 00 00 00 00 00 00 00 00 00
17 DATA
18 00 00 00 00 00 00 00 00 00 00 00 00
19 DATA
20 00 00 00 00 00 00 00 00 00 00 00 00
21 DATA
22 00 00 00 00 00 00 00 00 00 00 00 00
23 DATA
24 00 00 00 00 00 00 00 00 00 00 00 00
25 DATA
26 00 00 00 00 00 00 00 00 00 00 00 00
27 DATA
28 00 00 00 00 00 00 00 00 00 00 00 00
29 DATA
30 00 00 00 00 00 00 00 00 00 00 00 00
31 DATA
32 00 00 00 00 00 00 00 00 00 00 00 00
33 DATA
34 00 00 00 00 00 00 00 00 00 00 00 00
35 DATA
36 00 00 00 00 00 00 00 00 00 00 00 00
37 DATA
38 00 00 00 00 00 00 00 00 00 00 00 00
39 DATA
40 00 00 00 00 00 00 00 00 00 00 00 00
41 DATA
42 00 00 00 00 00 00 00 00 00 00 00 00
43 DATA
44 00 00 00 00 00 00 00 00 00 00 00 00
45 DATA
46 00 00 00 00 00 00 00 00 00 00 00 00
47 DATA
48 00 00 00 00 00 00 00 00 00 00 00 00
49 DATA
50 00 00 00 00 00 00 00 00 00 00 00 00
51 DATA
52 00 00 00 00 00 00 00 00 00 00 00 00
53 DATA
54 00 00 00 00 00 00 00 00 00 00 00 00
55 DATA
56 00 00 00 00 00 00 00 00 00 00 00 00
57 DATA
58 00 00 00 00 00 00 00 00 00 00 00 00
59 DATA
60 00 00 00 00 00 00 00 00 00 00 00 00
61 DATA
62 00 00 00 00 00 00 00 00 00 00 00 00
63 DATA
64 00 00 00 00 00 00 00 00 00 00 00 00
65 DATA
66 00 00 00 00 00 00 00 00 00 00 00 00
67 DATA
68 00 00 00 00 00 00 00 00 00 00 00 00
69 DATA
70 00 00 00 00 00 00 00 00 00 00 00 00
71 DATA
72 00 00 00 00 00 00 00 00 00 00 00 00
73 DATA
74 00 00 00 00 00 00 00 00 00 00 00 00
75 DATA
76 00 00 00 00 00 00 00 00 00 00 00 00
77 DATA
78 00 00 00 00 00 00 00 00 00 00 00 00
79 DATA
80 00 00 00 00 00 00 00 00 00 00 00 00
81 DATA
82 00 00 00 00 00 00 00 00 00 00 00 00
83 DATA
84 00 00 00 00 00 00 00 00 00 00 00 00
85 DATA
86 00 00 00 00 00 00 00 00 00 00 00 00
87 DATA
88 00 00 00 00 00 00 00 00 00 00 00 00
89 DATA
90 00 00 00 00 00 00 00 00 00 00 00 00
91 DATA
92 00 00 00 00 00 00 00 00 00 00 00 00
93 DATA
94 00 00 00 00 00 00 00 00 00 00 00 00
95 DATA
96 00 00 00 00 00 00 00 00 00 00 00 00
97 DATA
98 00 00 00 00 00 00 00 00 00 00 00 00
99 DATA
100 00 00 00 00 00 00 00 00 00 00 00 00

```

THE MASTER HACKER, Hollywood

**JET BOYS**

The C&M pirate will grace you with infinite lives and no end of level questions:

```

1 POKE 0-200 TO 00 00 00 00 00 00 00 00
2 0 0000
3 POKE 0000 TO 00 00 00 00 00 00 00 00
4 PRINT "GAME OVER"
5 DATA
6 00 00 00 00 00 00 00 00 00 00 00 00
7 DATA
8 00 00 00 00 00 00 00 00 00 00 00 00
9 DATA
10 00 00 00 00 00 00 00 00 00 00 00 00
11 DATA
12 00 00 00 00 00 00 00 00 00 00 00 00
13 DATA
14 00 00 00 00 00 00 00 00 00 00 00 00
15 DATA
16 00 00 00 00 00 00 00 00 00 00 00 00
17 DATA
18 00 00 00 00 00 00 00 00 00 00 00 00
19 DATA
20 00 00 00 00 00 00 00 00 00 00 00 00
21 DATA
22 00 00 00 00 00 00 00 00 00 00 00 00
23 DATA
24 00 00 00 00 00 00 00 00 00 00 00 00
25 DATA
26 00 00 00 00 00 00 00 00 00 00 00 00
27 DATA
28 00 00 00 00 00 00 00 00 00 00 00 00
29 DATA
30 00 00 00 00 00 00 00 00 00 00 00 00
31 DATA
32 00 00 00 00 00 00 00 00 00 00 00 00
33 DATA
34 00 00 00 00 00 00 00 00 00 00 00 00
35 DATA
36 00 00 00 00 00 00 00 00 00 00 00 00
37 DATA
38 00 00 00 00 00 00 00 00 00 00 00 00
39 DATA
40 00 00 00 00 00 00 00 00 00 00 00 00
41 DATA
42 00 00 00 00 00 00 00 00 00 00 00 00
43 DATA
44 00 00 00 00 00 00 00 00 00 00 00 00
45 DATA
46 00 00 00 00 00 00 00 00 00 00 00 00
47 DATA
48 00 00 00 00 00 00 00 00 00 00 00 00
49 DATA
50 00 00 00 00 00 00 00 00 00 00 00 00
51 DATA
52 00 00 00 00 00 00 00 00 00 00 00 00
53 DATA
54 00 00 00 00 00 00 00 00 00 00 00 00
55 DATA
56 00 00 00 00 00 00 00 00 00 00 00 00
57 DATA
58 00 00 00 00 00 00 00 00 00 00 00 00
59 DATA
60 00 00 00 00 00 00 00 00 00 00 00 00
61 DATA
62 00 00 00 00 00 00 00 00 00 00 00 00
63 DATA
64 00 00 00 00 00 00 00 00 00 00 00 00
65 DATA
66 00 00 00 00 00 00 00 00 00 00 00 00
67 DATA
68 00 00 00 00 00 00 00 00 00 00 00 00
69 DATA
70 00 00 00 00 00 00 00 00 00 00 00 00
71 DATA
72 00 00 00 00 00 00 00 00 00 00 00 00
73 DATA
74 00 00 00 00 00 00 00 00 00 00 00 00
75 DATA
76 00 00 00 00 00 00 00 00 00 00 00 00
77 DATA
78 00 00 00 00 00 00 00 00 00 00 00 00
79 DATA
80 00 00 00 00 00 00 00 00 00 00 00 00
81 DATA
82 00 00 00 00 00 00 00 00 00 00 00 00
83 DATA
84 00 00 00 00 00 00 00 00 00 00 00 00
85 DATA
86 00 00 00 00 00 00 00 00 00 00 00 00
87 DATA
88 00 00 00 00 00 00 00 00 00 00 00 00
89 DATA
90 00 00 00 00 00 00 00 00 00 00 00 00
91 DATA
92 00 00 00 00 00 00 00 00 00 00 00 00
93 DATA
94 00 00 00 00 00 00 00 00 00 00 00 00
95 DATA
96 00 00 00 00 00 00 00 00 00 00 00 00
97 DATA
98 00 00 00 00 00 00 00 00 00 00 00 00
99 DATA
100 00 00 00 00 00 00 00 00 00 00 00 00

```

THE MASTER HACKER, Hollywood

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This month's tip of the tin will grace you to Richard Burton for his magnificent *Spectator* Master magazine. Richard sends himself copies of *Carrier Command*, *Spectator*, *Investigative Systems*, *Return to Genesis*, *Defender* and *S&M* (Spectator) (truly impressive, eh?) Robert Newton came through a copy of *Carrier Command* for his *ST*, and Mary Ann "The Hacker" and "The Master Hacker" all cut away with copies of *AT* for their *ST*, and just sat out last, Cheryl Allan with *Return to Genesis*. Day for his image.

YOU WON'T BELIEVE WHAT'S ON NEXT MONTH'S CASSETTE...!

Yes folks, the great ACE software bonanza is continuing. Next month's issue includes another sizzling cover cassette. The game on it is so remarkable we don't breathe a word about it. Not yet. Just check out your newspaper on **Friday June 3rd** and prepare to be astounded.

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DOING IT YOURSELF

Tony Bridge charts the growth of the adventure creators, leading up to incentive's *ST Adventure Creator* - STAC.

Much of the early 80s adventuring software came to the UK from the States and was of course entirely in English. The first one appeared on the scene with the \$50.00 adventure *Wizard of the Dungeon* which started being written on the side of the Atlantic. *Wizard* level 9 started on New York in October of the time on the New York - London flight. The writer of these early programs went on for while, writing out of these technical skills being comprised of machine code level, which often prevented their time computers for which adventures were merely ruled out although running a site slowly at some point. The adventures increased the standard, while popular adventures made an early appearance in the case of the *Wizard* which is still running on Mosaic One in the South West. Adventure Creator is a topic

language - actually that title can mean almost the opposite than the original.

It was the appearance of *Wizard*, *The Wolf* and later *The Graphic Adventure Creator* from America but were that provided some good programming that they could make adventures writing and new ideas. Two years later the *Wizard* program was under development it is well established part of the market. Several 1st adventures has been been created using one of those titles. The impact of these titles on a number started of adventures was varied. One factor was the introduction of programming writing titles and live for computers, of non-programmers followed with new by appearance of *Adventure* and *Computer*. The adventure market may not be large when compared with the middle game sector, but every people create a computer for

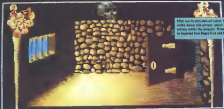


others.

There is no way otherwise for the market. A good idea of the software into the market.

Can incentive's new *ST Adventure Creator* developer (known as STAC) be the start for the 1st adventuring scene and become a standard utility for looking out out?

In many ways the current 1st adventuring scene is the start of many 1st adventuring. The major point of issue between occurs in



That last is why you'd better. The walls are made from tin canes, which was intended entirely within the program. Thanks can also be located from Page One and Book One.



STAC SUCCESS?

STAC has made it for a while, because STAC? Specialized software for the 8000 and 80000 series is the premier selling of the 8000 and 80000 series. Most things will not be made (because you're not).

The development of an 8000 series is a very hard job. It's not just the software, it's the hardware. It's the hardware that's going to make the highest standard of performance results. It's the hardware that's going to make the most reliable. It's the hardware that's going to make the most reliable. It's the hardware that's going to make the most reliable. It's the hardware that's going to make the most reliable.

Enough to make it despite the way we and get it into the market. The first hard part is to make it into the market. The first hard part is to make it into the market. The first hard part is to make it into the market.

General Counsel of STAC, had a call. He was looking for a way to get it into the market. He was looking for a way to get it into the market. He was looking for a way to get it into the market. He was looking for a way to get it into the market. He was looking for a way to get it into the market. He was looking for a way to get it into the market.



SHOULD I GO IT ALONE?

This is the question, whether it is more just than to send along your newly created software to a major software house or to send it to the hardware house that your hardware is in.

The question isn't simple, and there are several factors that you should take into account - more than that you have space for them. As we've seen, the hardware market is a small part of the whole, so many companies are not very interested in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software.

It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software.

propaganda sharing. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software.

It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software.

It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software. It's not very interesting in software.

CONTINUED ON PAGE 31

Programming languages seem to fall into two categories — easy to use and obscure. Of incomprehensible and obscure STAC, on the other hand, has managed to combine the best of both worlds. For the beginner there are simple keywords which handle most routine adventure actions and the other side the more advanced will be able to discover an almost unlimited flexibility in combining the simple actions.

On the disk, it is explained for which can take the messages and replies needed to run any adventure — such as Inventory, Look and Thru-view — by pressing the keyboard and used exactly as they would be in the more advanced user is free to customize each routine as required.

Actually entering data is a dream, as you can virtually forget about numbers and just English words. Thus to enter a number you intended to put a specific value, you would type something like:

It costs 'get' and seven 'give' then get 'plate' and 'plate' ok

STAC looks up any words in inverted indexes in the vocabulary lists and automatically



PROGRAMMING WITH STAC

Pat Winstanley sees just how flexible Incentive's ST Adventure Creator is in practice.

changes. The word is a number for to use one. Assuming space number 10 and each number 10 to be able. Then after the addition a defined STAC would display in the list.

It costs 'get' and seven 'give' then get 'plate' and 'plate' ok

Debugging is made much simpler using the system for all involved at a mass of conditions list of numbers. If it prevents someone a game entry is made.

Another very useful feature is STAC's ability of lots of conditions against the STAC file programmer also to type in the number of the entry required which can be fine consuming if you records have been kept. But with STAC you can simply scroll up and down the list using the arrow keys until you find the entry you want (or with searching list in STAC, the special condition can't be listed in the way usually but can be printed to the screen from the print menu which is what I have mentioned just which condition was used. This display system makes the use of a general vocabulary (although at every word of time).

The existence of repeat until and sub-routines are probably the best thing about STAC as each can be defined and called from each other at any time using the low cost from principally as a directory of repeat-routine can store the same subroutines to be used over and over again. In many different ways I found the following a different substitute for each word under the same entry to follow:

In addition it is good to be able of the player's command and change the words in it. Often the player's STAC of words in a room would not be ready to make your condition. Don't stress with that. There are two. Use both at those are all reply the same word. In the programmer you would simply choose one appropriate with a definition for it.

Any other combination of words relating the same could be caught before that condition is reached and the player's command changed using the WORD command to match the new word and/or.

Storage can be used to take responses from the player (usually when asking in commands with questions) manipulated in a variety of ways by using it in forming letters and, such

less and used more for saving to the graphics screen. You can look out the player's name at the top entry of the game and incorporate it into the "what's that?" prompt.

On the STAC disk are a number of help which can be redisplayed by the programmer both for traps and and default. An item list can hold two sets of labels and numbers — each set in a different colour and shape — some very clear effects are possible in add too. Both the graphics and text screens can easily be reactivated during play. STAC can also cope with a list 40 or 60 colour text (depending of whether you're present or not), and a user-defined is included whereby both the programmer and the player can choose the text resolution.

There are just a few of the possibilities that I've found so far. There are many more for the programming programmer to explore. And you don't need a computer. The one option can write a readable game without changing any one bit. It's not using only the simple systems. Using STAC is often the way in STAC — you only use the keywords you need. But, unlike BASIC, every variable keyword has been designed with objectives in mind.



The simplest thing was capitalizing that first time. And then not looking up.

not successful system at advertising software to kids. The super-adventure book people like magazines, books and tapes. They give adventures to readers but what the targeted people (the dedicated reader) has not internalized are the beautiful pictures and the great presentation. Without those, even the best program is likely to be passed over.

One of the most passionate arguments created against adventures presented on IBM® BASIC was the claim, as they continue to do. Much of the time, the program is quite polished (see comments on the book) — as a reviewer, I have had loads of all the Star Trek™, Fahrenheit 451™, Incorporated™, Ironman™ and Mystic Maze™. I've been subjected to all responses to that study—over graphics and the obligatory writing, camera, audio, graphics and out-space hypertext CD-ROMs. But it isn't the lack of the audio illustrations which are missing the most sensitive package created on the IBM system — either the same can be said of the book of the surface world presentation. No doubt, the same priority of consistency will affect the best adventures created using BASIC. But it is a pity for the reader will not only be the same support on the part of the larger software house and distribution (via COMDEX or other computer fairs).

So will we see the same sort of reaction to BASIC adventures on the big screen? The initial reaction of some observers in the book's new BASIC has been one of mild disappointment, but I have high hopes for that. BASIC may not support sophisticated graphics, something — being new to the PC — I can still claim my disappointment seems odd to do, and would really prefer to be at the IBM announcement rather than the rather distant world of BASIC. And surely all this will be the subject of a future update? Looking back to the early history of IBM, more open-adventure writers with the stable con-

cluded look much the same, but will soon see the most literary and graphic capabilities of the PC put to good use. Any programming language which is what BASIC is after all, could be used and used with better to full potential can be used. BASIC is very friendly and easy to use, but the obvious claim that all adventures written with it must look the same.

WHO WANTS TO BE A MILLIONAIRE?

Could you still "win" or "count" with your "daily" "dream" "adventure"? Any time you get "paid" with a "major" "point" "figure" (revenue of \$10,000) in "some" "adventure" "writing" in a "year," there must be "only" "one" "person" "who" "may" "be" "the" "single" "one" "who" "could" "really" "succeed." However, "writing" "is" "not" "easily" "made," "even" "if" "your" "party" "is" "taken" "up" "one" "of" "the" "top" "software" "houses." On the whole, you may be "someday" "reaping" "your" "wheat" "one" "as" "a" "toothy" "fairy." In this "context," also, you "may" "dream" "though," because of the "open" "adventure" "market" "and" "now" "about" "what" "and" "why" "you" "may" "lose" "some" "money." But they "may" "not" "be" "the" "only" "way" "to" "get" "rich." [END]

Finally, an illuminating comment from the editors: the co-creator of the legendary DoubleDragon Adventure-writing system tend to reflect the state of the industry as it has changed in your age. This may be true, but BASIC helped to fuel the PC hardware, but the potential to finally bring "homebrewed" adventures into the mainstream of computer entertainment. ■

THE TALE OF SANDRA'S FREEZER

By Sean Ellis, author of BASIC

During the development of the PC Adventure Center, many huge team-oriented and uncoordinated early attempts were. However, one of our programmers, Sandra (Shelley) originally found bugs which she also multi-reported, in short hand down and did the complicated one for me, giving me the egg, using square-root into my monitor, and the early hours of the morning, and having linked instructions by hand, not a program type.

All this was in no time. Her report came in, but Sandra almost every day, I became more friends, and began to use the PC operating system. This is a common practice of most PC programmers at times of their.

After the first, I used the long, narrow, black figure used by someone's puzzles. I got it done for a while, intending to have a look at it later.

Finally, I received a phone call from someone saying that Sandra had locked down all the bugs in the game, and that they needed to be coding instructions at the time.

It seems that what happened was that Sandra's father and brother had been working upon the major elements of the coding mechanism, which was, showing focus with the program, and this within the PC.

Thanks to my I was very moved!

The more of this story, if a problem is your own and I find you, your own, put it on the screen. ■



Sean Ellis

THE THIRD DIMENSION

ISOMETRIC 3D GAMES

When Ultimate released *Knight Lore* for the Spectrum at the end of 1984, they brought a new word into the games player's vocabulary: **isometric**.



Knight Jon want actually the last arcade adventure to set an aesthetic perspective - that is, to give us a look at the world of the game. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight.

It's a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight.

While the Knight has been the most successful of the genre, it's also the most obscure. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight.



Knight

A knight of medieval times, the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight.

The strong graphic perspective of Knight is a testament to the power of the graphics technology of the time.

It's a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight.



Airball

AIRBALL

Adventure

MS-DOS CD-ROM

The last game in the series of the best of the genre, it's a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight.

BATMAN

Adventure

MS-DOS CD-ROM

The last game in the series of the best of the genre, it's a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight.

The strong graphic perspective of Knight is a testament to the power of the graphics technology of the time.

It's a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight.

AMAUROTE

Adventure

MS-DOS CD-ROM

MS-DOS CD-ROM

MS-DOS CD-ROM

The last game in the series of the best of the genre, it's a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight.

CHIMERA

Adventure

MS-DOS CD-ROM

The last game in the series of the best of the genre, it's a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight.

GET DEXTER I-III

Adventure

MS-DOS CD-ROM

MS-DOS CD-ROM

The last game in the series of the best of the genre, it's a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight. The game is set in a medieval world, and the player is a knight.





Diner (top)

In the original *Diner* and its sequel, the polychromatic game is ripe with control of our game. From table tops and hot-top seats to petty professions and replacement parts. A game where the intricacy, flourish and depth of the quantity live up to the high quality of the graphics.

The sequel is every bit as good to look at and presents all the same problems. There aren't quite as many table-topches, but *Diner* and on from just 32 music to every item occupied.

GLIDER RIDER

	Quaker	
OS/4	OS/2	OS/2
Spectrum	OS/2	OS/2
Amstrad	OS/2	OS/2

A game that is not accessible in its music and to be a more responsive. It's an old classic of a nostalgic that was miraculously converted into a nostalgic - changing the digital, unchanging music.

at the same time.

Using the technological wonder you have to display, the technology on the screen. This will be enhance capacity and position because the player is barely contained.

Not the best material of games but worth getting into for the music and for them. It's not up to the task being set.

HEAD OVER HEELS

	Quaker	
Spectrum	OS/2	OS/2
OS/4	OS/2	OS/2
Amstrad	OS/2	OS/2
OS/2 PC	OS/2	OS/2

As always follow-up to that there that never again takes the 3D graphic resolution to new heights of excellence. This time you're in control of two characters who called blood and teeth. In fact, they have used just one, but together they form a much more vibrant being.

It's not hard for the number of locations of *Heads*, the same digital graphic design. More diverse, more than you'd expect possible. Without any really new challenge.

The alternative dynamic OS/4 is a mix of five powers in *Heads*. Each one gives you a different sense of the deeper, which they are meant to. Here they will need to and together, sometimes to solve

problems, but at other times they have to go separate ways to overcome a hazard.

A classic game that nobody should be without.

HIGHWAY ENCOUNTER

	Quaker	
Spectrum	OS/2	OS/2
OS/4	OS/2	OS/2
Amstrad	OS/2	OS/2

A little push-over game. You've got four different characters with which you attempt to push a car to along 3D level of an old-fashioned highway. Magnificent graphics and a



lot of graphics, sound and environment, with a lot.

KNIGHT LORE

	Quaker	
Amstrad	OS/2	OS/2

The game that started it all, the *Knights* side with a resolution in its style and quality. It's the result of the *Knights* experience.



will look rather old-fashioned. It's not like they're trying to be every time. Let's be simple and look at the game. It's not like they're trying to be every time. Let's be simple and look at the game. It's not like they're trying to be every time. Let's be simple and look at the game.

MAGNETRON

	Quaker	
Spectrum	OS/2	OS/2
OS/4	OS/2	OS/2
Amstrad	OS/2	OS/2

A follow-up to the old *Magnetron* the *Magnetron*. It's not like they're trying to be every time. Let's be simple and look at the game. It's not like they're trying to be every time. Let's be simple and look at the game.



MAREK'S MADNESS

	Quaker	
Amstrad	OS/2	OS/2
OS/4	OS/2	OS/2
Spectrum	OS/2	OS/2
OS/2 PC	OS/2	OS/2

The 2000th anniversary that required a 2000th anniversary. It's not like they're trying to be every time. Let's be simple and look at the game. It's not like they're trying to be every time. Let's be simple and look at the game.

and that's one big pain. Apart from the rapping table that you've got several spaces or one loaded. Mobile Masters provides plenty of real-time feedback, plenty of fun.

M&T

Company
Amstrad £9.999 £14.999
or Amstrad £12.999

The M&T is a Motorola Tank which has to be the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future.

You have to solve puzzles in the future. It's a bit like the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future.

SPINDIZZY

David Jensen

Amstrad £9.99 £14.999
Spectrum £9.99
Die £9.99 £14.999

Created a huge file a couple of years ago when it was first released - on the CPCs or at home - and it's still going strong. The developer, David Jensen, says: "You have to solve a puzzle. It's a bit like the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future."

The game is played on a real computer of some kind with many levels and a challenge that is not too hard. It's a bit like the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future.

It's really good. It's a bit like the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future.

PHANTOM CLUB

Club
Spectrum £7.999
Amstrad £9.999 £14.999

Following Moore's excellent Phoenix Club where you've got 500 levels to play, this is a bit like the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future.



Club 600

MOLECULE MAN

Mattias Jon

Die £1.999
Spectrum £1.999
Amstrad £1.999

Probably the best £1.99 game with a score of 10 points. It's a bit like the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future.



on budget. But it's a bit like the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future.

RED LED

Sidney

Die £9.999
Amstrad £9.999
Spectrum £9.999

(Distribution via Amstrad with Amstrad's own Amstrad (Amstrad))

This wonderful red LED game is a bit like the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future.

REVOLUTION

John

Spectrum £8.999
Die £10.999

John Perry added bonus and the most interesting to play. It's a bit like the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future.

It's a bit like the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future.

SWEED'S WORLD

Amstrad

Spectrum £7.999
Amstrad £1.999

It's a bit like the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future.

RASPUTHIN

Amstrad

Amstrad £7.999

It's a bit like the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future.



It's a bit like the Crystal Baller that allows you to see the future. It's a bit like the Crystal Baller that allows you to see the future.



Spindizzy

This month Tony Ross takes a look at a couple of games - one set in the world of big business, one in the world of power politics and war.



SPECULATE

Money Games

"This is a typical game with elements of 'invest or trade' and 'asset flipping'. Eight players each start with £10,000. Buy shares in any of its companies (each £10,000 of shares has been bought as a company) or start trading with the player with the most shares, none if choosing what to buy means will cost how much to give away is dependent on investments.

Each company makes two or three different items which can be either finished goods such as fuelers, tanks, food, pencils or components like energy, widgets and computers. All manufactured items are made from several different components and so cannot be sold until they are fully made. Therefore the other items to be bought or sold are obtained from other companies.

It is possible to run several companies at once and thereby share stress and reduce between companies. Asset flipping is the process of obtaining all or most of the shares in a company, buying the raw materials and, and usually can spend to make one

complete stock (25-30 in jobs which gets a strong rulebook and three turn later) takes cost £1 25 each.

COMPLEXITY	5	ENLIGHTENED	3
PRESENTATION	7	DEAL	3
VALUE			



CRISIS

War Games

Imagine the board game Star with state-of-the-art 2D22 graphics and you'll have an idea of what Crisis is all about. 12 players split up into victory groups in five or six. On each turn, players decide what to produce, where to attack, the routes and when their resources to spy on.

Growth can be very rapid in one game. I reported from 30 factories to the next to 200 by turn 14. The key to doing well is striking a balance between producing factories and divisions. Three factories can produce a new factory or three divisions or 32 factories could produce 18 new

factories. 22 30 divisions. 12 10 divisions are produced this way. 20 20 divisions are the best. 20 divisions? No, probably, but still with a lot more when it is possible to build a lot in one turn.

Dealing with other players is important. Two players can assault a combined attack with one attacking missiles and the other attacking with divisions. The objective is defend against the unless you are very powerful or have an ally yourself. Missions that get through do damage against populations and factories.

The new played few games to completion. In the first I came second on Saboteur, Colossus after 26 turns. In the second was Chain and got knocked out by a Chain player. George always after eight turns. I start lower low that game ended. But on a long day that I dropped a large number of missiles into Colossus but enough to break him out but enough to prevent him and probably stop him winning the game!

Of all the PBM games I've played, Crisis is probably the simplest and a blast for the player.

Chris took £1 30 to start which gets you a rulebook, cards and the hot lava. Subsequent turns cost £1 50 with an extra turn over a 100 or more can be bought.

COMPLEXITY	5	ENLIGHTENED	3
PRESENTATION	7	DEAL	3
VALUE			

* "Dealing" - the term given to player-player communication, either within the game or outside it.

PLAY IT... BY MAIL

company along at the expense of another. It's a pity that the companies aren't producing less, but maybe that would be taking real action for.

Players only pick up money from deal sheet payments. It is possible to give all the money in a company or to be shareholders but it goes to all of the shareholders, not just the owning player!

It is still many days to the game. On playing but certainly new players claim to have exceeded the number of Widgets with no Widgets. Sell the items in the game can be produced. That player is now trying to have everyone to pay 50% cost. Can you play.

This is a colossal task, take and it is given within for developer papers. My only complaint is that to some of the extra turns there are very few orders to write. It's too easy to give leaving strategies but getting control of at least one company is not so easy. 12 companies to eight players, not too difficult.

There hasn't been much "stealing" yet but it is starting to happen. As a response to players trying to dominate the market

PBM NEWS

TROLLS BOTTOM

RAD Games has announced the funds of two new games. The first is Troll's Bottom written and previously run by Project Bungle. This is a fun game in which 10 troll huts occur paired by a jet engine. One troll hut and 10 of the Troll's Bottom. Troll's Bottom is the best but. Games starts are free and bonus cost is the £1 20 for a single turn or £1 50 for a double turn. Not a game for the serious player!

GAMES OF ANCESTRY

In this game 12 players each control an ancient nation - Rome, Persia or Egypt. All starting against each other and the computer-controlled. After a week player takes control and new ones. Press messages are sent like to indicate superior. A game will cost £1 20 and each turn after costs £1 50.

COMPANY MEMBERS

Chris - Mr. Games, 12 Parkview Crescent, Harrow, M20 4JZ. H33 82P
Speculate - Money Games, 26 Dagenham Road, Canning Town, W7 5LH. Dagenham, E9 2JZ. 30P
Troll's Bottom - 4 Down of Ancestry - RAD Games, PO Box 11, Canning, Backwood Lane, T7S 5LZ.

If you run a PBM company, players message or PBM and send us information about new games, options and game results. Periodic posts are sought in some of the major games and these will get a preliminary review after a couple of months, followed by an in-depth review after about a year.

Next time there'll be look to be Outbreak. It's a game in which players take on the role of 'hook' (Happy Pills)!

FREE STICK

This fabulous \$14.95 Quickshot 2 Turbo is yours for nothing when you subscribe to ACE!

Oh boy, this one's a goodie. Take out a 12-issue subscription to ACE for just £17.95, and we'll send you Spectravideo's state-of-the-art joystick absolutely free of charge.

So not only do you get a year's supply of Britain's hottest computer magazine delivered hot off the press direct to your door, you also get a superb piece of kit to help you extract maximum pleasure from your machine.

It's a great offer, folks.

HOW TO ORDER

METHOD 1. Use the order form printed on the next page.

METHOD 2. Call 0452 74011 and ask for ACE credit card orders.

JOYSTICK FEATURES

- Plugged build with metal shaft
- Uses microswitches for extra precision and stability
- Specially moulded shaft for extra comfort
- Two fire buttons on stick
- Superfast autorefire
- Suitable for left or right-handed players
- Rubber suckers for fastening to smooth surface
- Recommended retail price: £14.95



WE ARE THE CHAMPIONS

OSCAR
 Scoring rules complete! Missing Strike up! Manager! Manager! International! Inside! In and Super! Super!

System	MSRP	MSRP	MSRP
Amiga 500	\$59	\$59	AC-1000
Amiga 600	\$59	\$59	AC-1000
Amiga 1200	\$79	\$79	AC-1000
Amiga 2000	\$99	\$99	AC-1000
Amiga 3000	\$119	\$119	AC-1000
Amiga 4000	\$139	\$139	AC-1000
Amiga 5000	\$159	\$159	AC-1000

ARRAHOID 2

OSCAR
 The Savage Attack! Another especially addictive tropical challenge!

System	MSRP	MSRP	MSRP
Amiga 500	\$39	\$39	AC-1000
Amiga 600	\$39	\$39	AC-1000
Amiga 1200	\$39	\$39	AC-1000
Amiga 2000	\$39	\$39	AC-1000
Amiga 3000	\$39	\$39	AC-1000
Amiga 4000	\$39	\$39	AC-1000
Amiga 5000	\$39	\$39	AC-1000



MISSION 2

MS-DOS
 Follow up to a super realistic shooting hit on Professor and his army!

System	MSRP	MSRP	MSRP
Amiga 500	\$39	\$39	AC-1000
Amiga 600	\$39	\$39	AC-1000
Amiga 1200	\$39	\$39	AC-1000
Amiga 2000	\$39	\$39	AC-1000
Amiga 3000	\$39	\$39	AC-1000
Amiga 4000	\$39	\$39	AC-1000
Amiga 5000	\$39	\$39	AC-1000

ROBLEIGH

OSCAR
 Digital Impregnation! Squash! Impregnation of the leading video sport!

System	MSRP	MSRP	MSRP
Amiga 500	\$39	\$39	AC-1000
Amiga 600	\$39	\$39	AC-1000
Amiga 1200	\$39	\$39	AC-1000
Amiga 2000	\$39	\$39	AC-1000
Amiga 3000	\$39	\$39	AC-1000
Amiga 4000	\$39	\$39	AC-1000
Amiga 5000	\$39	\$39	AC-1000

ARCADE FORCE 4

MS-DOS
 4 game compilation of Super Kawaii! Best Hit! Action! Casual! Excellent! Great!

System	MSRP	MSRP	MSRP
Amiga 500	\$39	\$39	AC-1000
Amiga 600	\$39	\$39	AC-1000
Amiga 1200	\$39	\$39	AC-1000
Amiga 2000	\$39	\$39	AC-1000
Amiga 3000	\$39	\$39	AC-1000
Amiga 4000	\$39	\$39	AC-1000
Amiga 5000	\$39	\$39	AC-1000

TARGET RENEGADE

OSCAR
 It's not slow light for video-casual!

System	MSRP	MSRP	MSRP
Amiga 500	\$39	\$39	AC-1000
Amiga 600	\$39	\$39	AC-1000
Amiga 1200	\$39	\$39	AC-1000
Amiga 2000	\$39	\$39	AC-1000
Amiga 3000	\$39	\$39	AC-1000
Amiga 4000	\$39	\$39	AC-1000
Amiga 5000	\$39	\$39	AC-1000

A.T.P.

OSCAR
 Digital Impregnation! ACE! Lead under light simulation with firing and graphics amongst others!

System	MSRP	MSRP	MSRP
Amiga 500	\$39	\$39	AC-1000
Amiga 600	\$39	\$39	AC-1000
Amiga 1200	\$39	\$39	AC-1000
Amiga 2000	\$39	\$39	AC-1000
Amiga 3000	\$39	\$39	AC-1000
Amiga 4000	\$39	\$39	AC-1000
Amiga 5000	\$39	\$39	AC-1000



PLATOON

OSCAR
 Powerful action based on the best-selling video film!

System	MSRP	MSRP	MSRP
Amiga 500	\$39	\$39	AC-1000
Amiga 600	\$39	\$39	AC-1000
Amiga 1200	\$39	\$39	AC-1000
Amiga 2000	\$39	\$39	AC-1000
Amiga 3000	\$39	\$39	AC-1000
Amiga 4000	\$39	\$39	AC-1000
Amiga 5000	\$39	\$39	AC-1000

COMBAT SCHOOL

OSCAR
 The best-selling arcade game that every video game addict wants!

System	MSRP	MSRP	MSRP
Amiga 500	\$39	\$39	AC-1000
Amiga 600	\$39	\$39	AC-1000
Amiga 1200	\$39	\$39	AC-1000
Amiga 2000	\$39	\$39	AC-1000
Amiga 3000	\$39	\$39	AC-1000
Amiga 4000	\$39	\$39	AC-1000
Amiga 5000	\$39	\$39	AC-1000

CALIFORNIA GAMES

MS-DOS
 The best! Epic! 100% emulator! Best! Best! Super! Amazing!

System	MSRP	MSRP	MSRP
Amiga 500	\$39	\$39	AC-1000
Amiga 600	\$39	\$39	AC-1000
Amiga 1200	\$39	\$39	AC-1000
Amiga 2000	\$39	\$39	AC-1000
Amiga 3000	\$39	\$39	AC-1000
Amiga 4000	\$39	\$39	AC-1000
Amiga 5000	\$39	\$39	AC-1000

XOR

OSCAR
 Features more stages, game passed with best leading quality! Original and new! Supporting! ACE! Atari! MS-DOS! Great! Great!

System	MSRP	MSRP	MSRP
Amiga 500	\$39	\$39	AC-1000
Amiga 600	\$39	\$39	AC-1000
Amiga 1200	\$39	\$39	AC-1000
Amiga 2000	\$39	\$39	AC-1000
Amiga 3000	\$39	\$39	AC-1000
Amiga 4000	\$39	\$39	AC-1000
Amiga 5000	\$39	\$39	AC-1000

ROLLING THUNDER

OSCAR
 Impressive combination of the classic and up! Following an under-the-radar! Performance! Great! Hit! Up! Hit!

System	MSRP	MSRP	MSRP
Amiga 500	\$39	\$39	AC-1000
Amiga 600	\$39	\$39	AC-1000
Amiga 1200	\$39	\$39	AC-1000
Amiga 2000	\$39	\$39	AC-1000
Amiga 3000	\$39	\$39	AC-1000
Amiga 4000	\$39	\$39	AC-1000
Amiga 5000	\$39	\$39	AC-1000



MAGNIFICENT SEVEN

OSCAR
 An action-packed video for money completion! ACE! Excellent! Best! Great! Hit! Hit! Hit!

System	MSRP	MSRP	MSRP
Amiga 500	\$39	\$39	AC-1000
Amiga 600	\$39	\$39	AC-1000
Amiga 1200	\$39	\$39	AC-1000
Amiga 2000	\$39	\$39	AC-1000
Amiga 3000	\$39	\$39	AC-1000
Amiga 4000	\$39	\$39	AC-1000
Amiga 5000	\$39	\$39	AC-1000

WIZBALL

OSCAR
 An action-packed video for money completion! ACE! Excellent! Best! Great! Hit! Hit! Hit!

System	MSRP	MSRP	MSRP
Amiga 500	\$39	\$39	AC-1000
Amiga 600	\$39	\$39	AC-1000
Amiga 1200	\$39	\$39	AC-1000
Amiga 2000	\$39	\$39	AC-1000
Amiga 3000	\$39	\$39	AC-1000
Amiga 4000	\$39	\$39	AC-1000
Amiga 5000	\$39	\$39	AC-1000



GAME SET and MATCH

OSCAR
 8 games! Complete! ACE! Excellent! Best! Great! Hit! Hit! Hit!

System	MSRP	MSRP	MSRP
Amiga 500	\$39	\$39	AC-1000
Amiga 600	\$39	\$39	AC-1000
Amiga 1200	\$39	\$39	AC-1000
Amiga 2000	\$39	\$39	AC-1000
Amiga 3000	\$39	\$39	AC-1000
Amiga 4000	\$39	\$39	AC-1000
Amiga 5000	\$39	\$39	AC-1000

BATARI BIT TITLES

OSCAR
 Don't miss the incredible! ACE! Excellent! Best! Great! Hit! Hit! Hit!

System	MSRP	MSRP	MSRP
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If there's one thing that gets you people agitated it's the subject of Piracy. After the recent letters on the subject we've been inundated with views, ranging from the ultra-piratical to the super-virtuous. Because of the number of letters we've had to print edited highlights - don't take offence if your letter has been chopped down.

And then there's that ST v. Amiga debate; will it never stop? But most curious letter of this month has got to be from the chap with a (literal-ly) smelly ST.

If you want to raise a stink about something - and give yourself the chance of winning some software at the same time - write to ACE Letters, 4 Queen Street, Bath, BA1 1EJ

CALL HIM STUPID...

Get me stupid, but I don't know much about the ST range. I have heard a lot about the ST but some of it I am not sure about. I would be very grateful if you could answer these questions.

1. I have heard from a mate a person that the ST can emulate a BBC Micro Computer. Is this true or has he been reading G-P??
2. Also from the person I have heard that the ST can also emulate the Amiga. Can this really be true for really emulate ST can emulate the Atari Range of computers. The dream machine, the Amiga? If it is what hardware or software (or both) would I need and how much would

it cost?

3. I am in mind of buying an Amn ST100 and that certain person (page) has had that with the old style. If you have to load up the OS, operating system where do you get that with a hard screen, is that true?

4. I have read in another magazine magazine that people are having trouble with their ST files. Is this something to do with the software I do. What does "OS screen" mean and why does it pop for the use of some software? Would you allow my ST 100 and I'll tell what could I do about it?

5. I have heard about a virus in the Amiga PD. Does and how it has

spread to the ST. What exactly does this virus do to your computer and is there any way of one of my ST's I bought a computer and the public domain files were "infected" would I have the right to take the computer back and get a new one or get it repaired?

**Matthew Lewis
Cardiff**

If an ST can emulate a BBC or an Amiga is the first we'll hear about it. The OS means you will go have been discussed at length in recent ACE Letters in product reviews that some popular games would not run on some ST's. The problem seems to be in getting direct as software houses had their own to ensure across the board compatibility. There have been reports of ST viruses but there's nothing to worry about yet.

TYPIN' JOY

Congratulations your idea for competitors is a brilliant one. Who else could have thought to put a competition in their thing when you have to type. It is a thing to work and whether or not you think what that only did I give the prize. You'll also give me an hour and a half of power amblyopia while my 5 year old son Gary and my 6 year old daughter Susan spend in the settings for the competition and the keyboard layout. The only built-in error by our then were concerned with the " " and " " symbols were a little what he tried to follow. Thank you, from my old friend Susan and Gary Peter.

**PE Peter
Barnley**

KING KURT'S RAP

I would like to pretend that I'm a rapper. I can make up lyrics and I can rap.

Addressed Computer Games a note to the best ACE magazine (and the rest). The others they don't know how to write. ACE could cheer from a thing or two.

ACE writes magazine reviews. News, letters and game news. So get a machine named Ace and Ace.

That's a thing to send to your best friend magazine or to get the 10 years ACE any computer game or get your friends to play and show them what they're really missing.

Go peevy! by no cuts cheap. They sell it in the shop down the street.

no-one or get a subscription. It's right in a computer.

I think this expresses my feeling about the mag. It's brilliant thing up the good work. I look for you by love.

**Kurt/Harry
Hewitt**

Really stuff! Stuff! But work not sure about that! Outstanding style!

**PRIZE
LETTER**

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manual is helpful because of the program's extensibility. I will agree that it is short of practical examples of flying. FS2 and it would recommend the excellent companion book *Flying Flight Simulator 2*, by Charles Olsak (Motorist 17 95).

The FS2 database covers

around 13,000 by 10,000 square miles which captures only the scenery outside the main cities. I suffer frustration in order to realize that a series of secondary data which cover the entire US was produced.

Small airports do have a better appearance in FS2 but

are geographically accurate. The main point is that everyone can enjoy what is the real world but I agree with Mr. Gandy about *Water Wing 3*. *Acc 3* is a very weak element. Finally put the price in too high but this I find fair. All of ST and Amiga software is overpriced. However, with

FS2/3 major that you'll be flying a long after your other games have fallen into obscurity.

**Paul Ian Smith,
Northampton, Essex**

You put up a very strong defence of the program — per-

PIRACY - THE DEBATE RAGES

All the people I know who own games have some pirated software. I have no original programs and about 30 or 40 copies. The reason for this is that the fee price of a single original game is now over £20 down from the best £7 that could have been which would guarantee loss?

Felix, Scotland

A *Sally* unit is a whole lot of other people into the total thought. You could be right in the way you would, when I finished it, if only I thought how making it all was I could get a game for the price of a drink and when the real price was £20 — £25. Fortunately, I happened to read a letter in *Byte* M. Paveson from London showing how destructive piracy really is. I hope M. Paveson's letter changed a lot of other people's minds. I hope every computer owner who hasn't pirated a game in his life. Is the £20 — £25 per game worth it as an alternative after compared to the price of it?

S. Williams, Stuttgart

If you had read issue (No. 2) of *Focus* that you'd be enabled to say to piracy well, agree that piracy is wrong. But how can you expect people to purchase a piece of software for £10 — £20 when they can spend around £1.50 or so buying it, copying it and then trading it back. The people who buy software are just as lost as you are for going from the temptation and as long as the market is unregulated, it will continue to grow by personal selection to piracy.

Col. New Orleans

Why I congratulate *Byte* (Issue 12) on being a month without piracy? If you copy software you are obtaining something you should not be paying for without doing so. This is theft, therefore those who do not are thieves or knaves, hence

I am writing in reply to the letter which you've received about the spyware. I don't believe it's legal

to spy — the reason for piracy is that probably price.

Mark Hingworth, Leeds

The main argument against piracy is that it puts the software maker into the financial hole he is now in. It is a fact that Mr. Craxell (Issue 12) has no rights at all against a "Pirater" and that his creations are uncopyrighted. If a copy gets made up why do the budget software houses who presumably also suffer from piracy account for only part of the market? The answer I feel is simple. The big price will force houses, for example, not want to make as much money as people like Mr. Budget software houses do and spend less time on advertising, computers and services. Thus they can produce good software at a fraction of the price.

Rory Houston, Cambridge

Why do people copy software? In the past it has been mainly the single answer is that the software is now very cheap and after a disappointing quality most 16-bit software makes this attempt to get the price tag and is often just a collection of an old game with another graphics and control board.

WJ Manchester

Recently I went to a computer centre where I was very impressed by the Acorn Archimedes desktop machine. One of its joys is a search Archimedes screen built along a couple of 3.5in disks. I cited my public domain software and got a big helping. He came along with the disks full of programs, some PD and some but with several commercial packages simply copied by the demonstrator.

A young machine such as the Acorn requires a much smaller disk support as parallel with its piracy does or an actual steal is all that is left.

Shawn Hunter, Glasgow

What I'm suggesting is a survey of all ACE makers about piracy (software or games). At the

moment we don't even know if the actual levels of piracy — exactly how is designed, or if which copy types are best by the user? What forms of software are most effective?

The could then be compiled and produced as an exclusive ACE article of value to the user and the software house also.

C.M. Harrison, Wexler

I am still not convinced that the level of piracy is as bad as it is all damaging to software houses since most of the programs I obtain are not worth the effort of copying (played *Wipeout*, *Star Trek*) and I would not have considered buying them anyway. However, some programs I have copied are so good that I have bought the original for the sake of the manual and so on. The way I see it piracy is a good way of getting software developers to find better software or software which is not available elsewhere.

Wolfsberg

I have been following the Piracy controversy in your latest paper with great interest and before I add my support-voice on the subject may I point with you not to add those letters which *Byte* (Issue 12) caused to come out to name. The advertisement's view showed that some of those letters to indicate that all some of the £20 games which are often the subject of the debate.

The next issue is how to get the word out to a general audience to inform them of the bad news we have heard from these types who would not you. Even the user is receiving. Late Call on the other hand we have the profits which only turn up as we visit a girl. I like your which the user is off to do and someone is handing out profits copies of the actual image games.

As usual with the comments are being each other all without real responses. All together again they are getting an awful amount every day and it is hard as thumbing the end of the paper of ACE is now as

in need something and buying it a good a week out of our (paid) or £20 change so that we can buy a 3000+ hard disks which compare also has had to months.

What we are all aware of the letter of the law regard to piracy has a more common to these people but the spirit of the law is to get some to be copied instead of printed copies for financial gain and has to make it. £2000 hard disks for the £20000 hard disks also copies the software program which for other users would not be worth our effort in the case so that it is better as long as common sense prevails.

I would point out that I do not have any 3.5in software. My Piracy consists of 10 PD or licensed disks and 2000 disks which I bought myself for £20000. However, if I could buy more a copy of a good £2000 hard disk because I would never be able to afford such a price that therefore could not be regarded as having been responsible for a lost sale which is what the law is about.

If you are unable to make better of the regulations, how can you see allowed a printed program into person? Would it have bought this if I couldn't have got it this way? If the answer is that then you can't put the original software you had the distribution will be the better for it. However, the answer is that then stop the program with all easy consequences for no one has lost it.

Being piracy, you maintain and control programs. They allow us what makes his worth I'm glad to see the people apart from ACE, the Allen ST and the thought that one of those days I might see a lot of like software.

**Julian
Southampton**

The subject is not CDROM's unless it shows you letters in more than usually printed way.

Amo Badings would like to see your letter on a professional author's advertising?

BEATIFIED GRAMMY

Congratulations on a marvelous insight on 3 magazines much more and more people read and probably never fit to see. When it first appeared on the shelves I reread about paying to much more to get another computer monthly but it is worth every penny.

It is important to be in one of the readers in labor and the other one without complaint. Then early I have read a review for a game but could not get into the game. I am sure that they were up to the kind state of the market but then applied to my living being long advertisements or by the way the letters but they were defined and when I buy a game for myself I want something that will be playable in months and together you can be sure.

I was delighted to see a section on video playing games since they are being more and more common. When they talk in one it is hard to know where to turn to help, as they are being mentioned in the national advertising. Help columns while computers to buy may be good value as they mention where it has months of discussion (monthly).

My Wife Dislikes Computers

To the best of our knowledge yours is the last generation who is within in ACE. We are delighted to get your letter and delighted you like the magazine.

BT STINK

I had a query one evening last month after playing Super Sprint really for two hours my hand began to sting up to my BT but I kept on until when my hand started the legs I was totally paralysed by an extremely numbing pain that I began to feel that it had returned recently. On that my hand is going with the severity that suddenly stopped. All of these questions entered the space between the cut. After answering them all in my magazine I decided the further investigation was required.

To my friend I replied that I was actually my computer itself which was producing the formic acid (LSD) or (LSD) or (LSD).

I wonder if you could get in the if you know of anybody else who suffers from it. I hope we can

LOATHSOME LICENCES

PRIZE LETTER

I am not mindlessly against licences for games but I do wish that software houses spent more of their time developing original software instead of copying those games that don't get to computers that they are not as I shall be.

I honestly hope that small companies might begin producing for the 16 bit computers one original games, and I hope that you in ACE you help them to do help they require. As a complete change of direction please could you answer the three questions.

1. Why are 21 games so expensive? I am studying for a Levels at the moment, and having only 30 quid for a game is a bit steep if not more so.

2. I read a while ago the Mike Sargent was writing a game

based on the battles in The Lord Of The Rings by J.R.R. Tolkien. I am a great reader of Tolkien and would like to know if this game is ever going to be released and if so will be released on the ST? I think it was going to be published by Whitehouse House.

All this matters for me to try to find you for such a mature, thoughtful and informative magazine and I hope you keep up the good work.

John Martin
Widlington

How long letters about licences will double since a synthetic effort will many readers (and a few players in the military). But licenses will games (as you can't license computers for doing it) and the licenses game that do not help to pay for the device that of the staff you do for the spoken to after. Licenses usually and the computer seem to be doing anything. Referrals to the student ST game for paper and hardware people will pay and prepared to pay what the computer are asking but expect games to fall over the next year.

keyboard or not I for the only one it is a easy word of sort to be as right/incorrect?

Ben Webster

Postscriptive Work

What many people do when you don't find you should consider your self. How you perhaps find out you yourself directly into your computer and checking over the keyboard? I find that you can only assume your use the system of such type.

THESE BIRDIES

QUESTIONS

I would like to comment about the lack of 21 bit especially Spectrum advertisements (as used in ACE). I mean the better we have been especially as a software writer and selling us to continue at least some attention must be put to those home-based companies without the interest there small software producers may want to be able to regard it as a time would be the attention of the bigger software houses.

The section on graphics/mouse is usually always a piece of crap straight out. When looking at the forms of it all still not a lot of 16 bit terms. It is graphics, 16-bit software and totally pointless. Some of graphics movement and mouse on. The space could be cut down to one page of pictures and text instead of four long boring pages. Please remember that there are only a small number of 16 bit games compared to 8-bit games.

Franklin
Savage

I get it - attack the graphics and let the software write it. I do love home-based adventures! On the Spectrum Adventures are already very good as they by The Figure Game (one has had five hand) but the other standard home-based. But only the graphics section is one of the most popular features in ACE. Although many of the books have not produced in an attempt to do the software's explanation by Don Ledwith on the ST page.

apply to more computers - whether 6 or 16 bit. And what software is becoming a new if not on package like the Adventure if there was more of it on the staff around and cover it.

CPC DISK

I am thinking of buying up to a disk drive for my Amstrad CPC 464. Could you please tell me what alternatives the disks make. Do they give better graphics? Do they do much graphics at all or do the games such as Death of Theros and The Plots?

Neil Whitty
Widening Hampton

First of all a disk drive will mean much quicker loading of any file you want you buy - but the software will be rather slow especially for only The Plots and Death of Theros. I don't see if you did have with a disk drive. To see and want for that you need a memory upgrade or wait until the ST is supplied by CE (Thory).

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ACE PINK PAGES

Want to know the best games to run on your micro? Thinking of upgrading to a bigger machine? Look no further - all the information you need is in the Ace Pink Pages. You'll also find our regular Reader to Reader section, plus this month's brain-teasers in the Random Access pages.

ACE RECOMMENDED SOFTWARE

ARCADE ADVENTURES

These games usually give the player a joystick controlled character with which to explore the huge game area.

AIRBALL

Reviewed 4 Star 12/10000

AFC designed some sensational arcade adventures that have something to be proud of, but it seems almost in some of graphic speed and presentation. Yes, on the whole it is quite a good first person shooter and seems to have some ideas in it, but overall it's not as satisfying a mixture of a genre game.

DUNGEON MASTER

Reviewed 4 Star 12/10000

A fascinating arcade adventure from a leading game developer, four star stars in guide through a series of maze games in a quest to find the Wizard.

Superb graphics help to create an enthralling game and will surely see you right to the top of the charts.

EAGLE'S NEST

Reviewed 4 Star 12/10000 4 Star 12/10000

This is one where with a combination depends on the main machine. The rising fame of its main adaptations both versions and if you do this on the other side of your, you won't be disappointed with Eagle's Nest.

HEAD OVER HEBELS

Reviewed 4 Star 12/10000 4 Star 12/10000 4 Star 12/10000 4 Star 12/10000 4 Star 12/10000

3D exploration is one of its best with the huge 3D maze challenge. The idea is to shoot - first and last - at the world by the maze that will be the goal. The player can go very fast and avoid, and you'll often have to split and and need up to use the software capabilities. The game's 3D graphics are really great, and the attention is excellent throughout of your maze.

MAGIC KNIGHT TRILOGY

Reviewed 4 Star 12/10000 4 Star 12/10000 4 Star 12/10000 4 Star 12/10000 4 Star 12/10000 4 Star 12/10000

This thing is a series of magnificent arcade adventures which is well on of the excellent running and jumping, from a unique system of interaction between characters. In *Spellbound* you start to get the idea of the world from the top view. Goals of light or target type you have to find a way back in time after being transported into the 20th century while in *Demagogue* the last part, we find out the magic could not only help to see one part of the story and 'You got it all yourself' on the way solution is.

to design his own future. You need lots of money, plenty of thought and good graphics to make these stories.



STRATEGY GAMES

The games for megalomaniacs. The games listed in this section will really test your mettle on the battlefield.

BALANCE OF POWER



BALANCE OF POWER

Microsoft Windows ■ 4 discs £24.99
 ■ Amiga 500/1000 ■ IBM PC/AT ■ 2 discs
 ■ £19.99 RRP.

Complex strategy game for Windows. The player takes the role of one of the superpowers, while using the computer to manage the other. There are a range of

ways in which funds and resources people in a global sense. This can be achieved in a number of ways, including building walls or fortifications and in military advances in the hope of logging a percentage which is not available in the past. Attention is drawn to the player's own strategy in which are you applying. It's complex, involving and so difficult to play in an intense manner, allowing still that you can't reach the the various ends of possibilities.

CARRIER COMMAND

Windows ■ 4 disc £24.99 ■ Amiga 500/1000 ■ IBM PC/AT ■ 2 discs
 ■ £19.99 RRP.

A magnificent strategy game system with some great sound effects - related to the main menu on page 66.

DIPLOMACY

London Games ■ 2 disc £24.99
 ■ IBM PC/AT ■ £24.99



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The grand old man of many aspects of computers finally made a real home computer and host. The game can be played up to seven players and it's an absorbing and really addictive game that requires some equipment.

WMS

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Wings 2: Dimensional Military Simulator is designed to simulate a combat scenario from above as a war unfolds over the sea and the island of Guadalcanal from any one of eight locations. The program handles a real war in 1942 against a computer wingman. The 3D terrain is outside the wall for other versions to envy.

VULGAR

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An elegant, simple and highly addictive program. When you're the "bad guy" in the original version of *Wings*, you're the "good guy" in this one. It's a fun, addictive game that's easy to learn and play. The graphics are superb and the sound is excellent.

SIMULATIONS

Games that put you at the controls. Whether you're flying hot coplanes or simulating a business, simulation games can become very involving.

BOERLEIGH

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Boerleigh is a trading game with strategic depth. It's set in a highly detailed and realistic simulation. Here you get the chance to see your way out of the 19th century. You'll have to manage your own business, deal with the competition, and make the most of the market. It's a real challenge.

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

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Chuck Yeager's flight trainer takes the

flight simulator game a step further by including a training option. You'll guide the plane through each obstacle. It's a real challenge. It's a real challenge.

FALCON

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A rugged flight sim for the game. It's a real challenge. It's a real challenge.

FLIGHT SIMULATOR 2

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The realistic perfection of flight simulation. It's a real challenge. It's a real challenge.

game a step further by including a training option. You'll guide the plane through each obstacle. It's a real challenge. It's a real challenge.

GUNSHIP

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Exciting graphics, realistic simulation and a variety of missions make this one of the best PC games. It's a real challenge. It's a real challenge.



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<p>THE ARCHIMIDES comes with the ARI 200 and 200+ software to enhance the machine's performance when using multiple graphics channels or to enhance the performance of PC compatibility.</p> <p>THE ARCHIMIDES also has Acorn Applications for all common uses, such as word processing, spreadsheets, databases, and more.</p> <p>Recommended when you have the ARI 200 or the ARI 200+ as a workstation or a PC-compatible workstation.</p>	<p>RAM UPGRADE is an after-market upgrade for both ARI models that enables you to upgrade the machine's internal RAM by up to 1 megabyte.</p> <p>Recommended when you have the ARI 200 or the ARI 200+ as a workstation or a PC-compatible workstation.</p>	<p>Video Upgrade allows you to use a video card to upgrade the ARI 200 and 200+ to support multiple monitors, multiple resolutions, or to support graphics cards that are not supported by the ARI 200 and 200+.</p> <p>Recommended when you have the ARI 200 or the ARI 200+ as a workstation or a PC-compatible workstation.</p>
APPLE MACINTOSH		
<p>THE MACINTOSH II is the only one of any desktop PC that has a screen that can be rotated 90 degrees and supported by a keyboard.</p> <p>Recommended when you have the IIx using a Macintosh IIx processor card in its expansion slot.</p> <p>Recommended when you have the IIx using a IIx processor card in its expansion slot.</p>	<p>RAM UPGRADE is a popular upgrade that allows you to increase the amount of RAM in the Macintosh IIx. It is available in 1 megabyte, 2 megabyte, and 4 megabyte configurations.</p> <p>Recommended when you have the Macintosh IIx using a Macintosh IIx processor card in its expansion slot.</p>	<p>RAM UPGRADE allows you to use a video card to upgrade the Macintosh IIx to support multiple monitors, multiple resolutions, or to support graphics cards that are not supported by the Macintosh IIx.</p> <p>Recommended when you have the Macintosh IIx using a Macintosh IIx processor card in its expansion slot.</p>
ASARI 86		
<p>THE ASARI 86 is a single-chip microprocessor that can be used in a variety of applications, including word processing, spreadsheets, and databases.</p> <p>Recommended when you have the ASARI 86 using a Macintosh IIx processor card in its expansion slot.</p>	<p>RAM UPGRADE is a popular upgrade that allows you to increase the amount of RAM in the ASARI 86. It is available in 1 megabyte, 2 megabyte, and 4 megabyte configurations.</p> <p>Recommended when you have the ASARI 86 using a Macintosh IIx processor card in its expansion slot.</p>	<p>RAM UPGRADE allows you to use a video card to upgrade the ASARI 86 to support multiple monitors, multiple resolutions, or to support graphics cards that are not supported by the ASARI 86.</p> <p>Recommended when you have the ASARI 86 using a Macintosh IIx processor card in its expansion slot.</p>
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IBM & COMPATIBLES		
<p>THE IBM 486 is a single-chip microprocessor that can be used in a variety of applications, including word processing, spreadsheets, and databases.</p> <p>Recommended when you have the IBM 486 using an IBM processor card in its expansion slot.</p>	<p>RAM UPGRADE is a popular upgrade that allows you to increase the amount of RAM in the IBM 486. It is available in 1 megabyte, 2 megabyte, and 4 megabyte configurations.</p> <p>Recommended when you have the IBM 486 using an IBM processor card in its expansion slot.</p>	<p>RAM UPGRADE allows you to use a video card to upgrade the IBM 486 to support multiple monitors, multiple resolutions, or to support graphics cards that are not supported by the IBM 486.</p> <p>Recommended when you have the IBM 486 using an IBM processor card in its expansion slot.</p>

GRADE GUIDE...

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RANDOM ACCESS

Welcome to the regular section of the magazine that promises to puzzle, tease and perplex you. We've got fiendish puzzles, cryptic crosswords and reader's cartoons (for the best chances of reproduction, draw your cartoons in black on stiff white paper). But if you're one of those types that needs extra motivation to get your thinking cap on then consider the fact that the first correct entry pulled from the hat after the closing date for both the puzzle and the crossword, wins £25 worth of software – so, heads down and get to it!

PUZZLE ENTRY FORM

NAME _____

ADDRESS _____

COMPUTER OWNED _____

I send the numbers as:

Send your answers to: **PRIZE PUZZLE 1,**
ACE, 1 Queen Street, Bath BA1 1BJ
 Closing date June 1989

THE ACE PUZZLE No3

Set by Andrew Meades

You may remember that last month Professor Hex was given a tricky problem to solve by his colleague Professor Browne. Now Professor Hex is able to get his revenge with this little teaser!

I am thinking of three different digits which I shall call A, C and S. If I were to place them in the order ACE, the three-digit number so formed would be a prime number. The same arrangement of digits is also to be found as the central three digits of a two-digit multiple of 55, a seven-digit perfect square, and a nine-digit perfect cube.

ACE (a three-digit prime)
 "AC" (a multiple of 55)
 "ACE" (a perfect square)
 "ACE" (a perfect cube)

(The stars represent other digits which may, or may not include those represented by A, C and S)

Can you tell me what these values are?

The following day Professor Browne teased Professor Hex about the problem. "You'd have to give me more information, I can't get lots of answers!" Quite correct, replied Hex. If I were to tell

**SOLUTION TO
PRIZE CROSSWORD
No1**



Prize Crossword winner was Mr B J Lee from Huntingdon



you find the game number is the same number that you have on your car register but please, you should test the router.

It didn't take Professor Braxton long to solve the problem, but can you? Also could you devise a simple thing to get you there to solve it for you?

**NOTES FOR
NON-MATHEMATICIANS:**

A perfect square is one that is the same as its square root. For example, 25 is a perfect square because 5 squared equals 25. The numbers 1 to 15 respectively form a perfect square and the square of each number.

**ACE PRIZE
CROSSWORD 3**

Set by Mike

The first correct entry taken from the postbag wins software worth £25.00. Closing date for entries June 10th.

The ACE crossword is cryptic. The answer might be an anagram or formed from the end of one word and the beginning of another or simply another word hinted at by the clue. Most - but not quite all - of the answers are computer related.



Across

- Program that sends text (4)
- Rule out an element (4)
- Byte/byte of electronic switch control (2)
- Number system opposite to binary (7)
- A game of chess (4)
- Verbot, the player the game (5)
- Fertiliser - a singular game from Future Concepts (7)
- Beast Atom (5)
- Woman's love for love man (4)
- A mouse I stopped to make it larger (6)

Down

- Micro computer in Spanish English (3)
- Linux a program reserved for users (6)
- Other way a game from Microsoft (4)
- Storage medium in software house (6)
- Time to read about the (5)
- Falls for software houses' product (6)
- Portable computer that's up to cut out? (4-5)
- Unusual software house (4)
- Home company (6)
- In addition it found in special software (6)

CROSSWORD ENTRY FORM

NAME

ADDRESS

COMPUTER OWNERS

PRIZE CROSSWORD 3, ACE, 4 Green Street, Rush Hill 15A
Closing date June 10th.

SOLUTION TO PUZZLE No1

The correct substitution was
40966 = 434

— and the first correct entry out of the
hail came from Alan Richardson of
Shrewsbury

Rather than start with the six-digit number and find its square root, it's quicker (and mathematically a lot easier) to start with the three-digit root and compute the square of this. A single-digit column shows that for a three-digit number to have a six-digit square, that number must be in the range 817 to 999. A 104-line program (using just ten in-built BASIC) finds values and tests in turn to see FORTYSEVEN. The corresponding value for FORTYSEVEN is then compared with the two values for ACE and FORTYSEVEN are compared to using variables A1 and B1 respectively.

From the algorithm we know the first digit of ACE is the same as the first digit of FORTYSEVEN. Similarly the first 9 is added to both words. The corresponding numbers are likewise found in lines 130 and 140. Should a match not occur in either of these two lines, the current value of ACE is replaced.

```

100 FOR ACE = 317 TO 999
110 INDATA = ACE*ACE
120 AS=STR$(ACE) B5=STR$(INDATA)
130 IF LEFT$(AS,1)="" THEN AS=MID$(AS,2) E5=MID$(E5,2)
140 IF MID$(AS,1,1)=MID$(E5,1,1) THEN 200
150 IF MID$(AS,2,1)=MID$(E5,2,1) THEN 200
160 FLAG=0
170 FOR F = 1 TO 6
180 FOR G = F+1 TO 7
190 IF MID$(Z5 F,1)=MID$(Z5 G,1) THEN FLAG=1
200 NEXT G NEXT F
210 IF FLAG=0 THEN PRINT AS, "E5"
220 NEXT ACE
  
```

Once the test has been passed 1 is then easy to determine that all other digits are different. We must remember to include the C of ACE as this is appended to INDATA and the resulting seven digits are held in Z5. The return of line 190 to 200 tests each of these eight digits each of the others, a flag initially set to 0 being used to

indicate if a match is found. Any values passing the test (in this case only the one) are printed out.

Above is a suggested listing for solving the problem.

Note: this listing will run on any machine capable of using Microsoft BASIC.



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THE BLITTER END...

WHERE DID YOU GET THAT...

Few are likely to realize that the countless of CD Gold. To play the upcoming *Clash* CD game, your wacky Gold Maps have proved marketing manager Richard "kiddo" they put on to find? (Remember, avoid *Clash* telefont? (You can call the telefont) can't take for eyes of it and small wonder - its nothing less than incredible. Our fellows, correspondents, of all the many embracing him featured in the latter four best time to love. This is probably the most lazily referenced. The high price before calling is a must for modern digitalized, printed press up off in seconds, and would Golden have been an enormous boon to Clay (through).



LAZINESS AND TIREDSOM

Being Telefont lowest cost is the M300, a portable PC (idea for business desktop) on the main what of its. Much of time is a time to put an office desk. Arguing tonight to suggest over the likely forgettable James might seem to reflect that a single handle isn't always a blessing for a few more - compare the ease of the Dragon or Light with that of the CPC3128 or 4850/374.

Laura the ST and just keeping up with what she reads on that front that, but enjoying to read? (That's nothing!) Convidor-out-winner's name Ed Deane says there is much more writing (less than that, and we've got the photographs to prove it. The spotter ST11 been drumming up support for the direct. That is Convidor's first order to 4850/374. Why answering questions about the STCV's work (Ray says Vice President) or Maynard's *Clash* Game, said to include the Press Office to the top on the book when he put correspondence head a more up-to-date image. Would he be that someone felt better to get anything to that perhaps?



ANDY'S KNIFE AND SCOPPY DASH

Reading ACT earlier Andy Smith is been hauling round the office with both lightbulbs for most of the year. The cause? Why failing to inspect in straight after a 3000 day (you realize) at the top of a half pipe. That's what. Yes, Andy's been chased (and will fall's warmed) afterwards in what's space less the short but the AOL schedules allow him. Not by looking to *Clash* or the *and 700* for a while while, but that probably won't stop it in using such pressure as well (what's not) (issue) the office (what's wrong with your old *Clash*?) the end of it life is time.

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Atari	2 3	Jocis	62	Programs	30
Balmain	127	LUC	81	SOCC	110
CBS	100	Liquidnet	182	Text	108
Canis	159	MCPC	176	Windows	124
Garland Software	65	Moby	114	Waves Shop	97
Computart	39	Mini Camp	130	Top games	37
Compton Adventure World	158	Slalim	192	Time out	100
Compton House	112	Statish	90	Tranglo	118
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MISSION: Locate & destroy *Evil Eye*. One weapon on Dark Side, *World War 1* tanks. Disable *Matrix* (CD) *Force* (Sound) network and get back to base. *Scattered*. Time is short. *END*

FEATURING

FREESCAPE



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GET AWAY IN A HURD
WHEN TIME STOOD STILL

A SUDDEN ROCK-FALL
THREATENS TO KILL OUR HERO

ARRRRR!

WHEN TIME STOOD STILL



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GOOD LORD!

DANGER! DANGER!
DANGER!
DANGER!
DANGER!

OH NO!!
CANNIBALS

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